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Unique solved — caterpillow

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

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

Filters: none

Count: 721

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[caterpillow's solution](#)

2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,541 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[caterpillow's solution](#)

3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-18 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[caterpillow's solution](#)

4.

2205B

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

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[caterpillow's solution](#)

5.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[caterpillow's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[caterpillow's solution](#)

7.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[caterpillow's solution](#)

8.

2167C

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

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[caterpillow's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[caterpillow's solution](#)

10.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

11.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[caterpillow's solution](#)

12.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[caterpillow's solution](#)

13.

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

14.

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[caterpillow's solution](#)

15.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

16.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[caterpillow's solution](#)

17.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

18.

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[caterpillow's solution](#)

19.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

20.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

21.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[caterpillow's solution](#)

22.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

23.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[caterpillow's solution](#)

24.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[caterpillow's solution](#)

25.

2126B

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

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[caterpillow's solution](#)

26.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-10 · last AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: math

[caterpillow's solution](#)

27.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-10 · last AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: greedy

[caterpillow's solution](#)

28.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[caterpillow's solution](#)

29.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[caterpillow's solution](#)

30.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[caterpillow's solution](#)

31.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[caterpillow's solution](#)

32.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[caterpillow's solution](#)

33.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

34.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[caterpillow's solution](#)

35.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[caterpillow's solution](#)

36.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[caterpillow's solution](#)

37.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[caterpillow's solution](#)

38.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-05-04 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[caterpillow's solution](#)

39.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[caterpillow's solution](#)

40.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

41.

2008C

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

Quality: 36,480 global accepts · Rating: 800 · first AC: 2025-04-05 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[caterpillow's solution](#)

42.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[caterpillow's solution](#)

43.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

44.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[caterpillow's solution](#)

45.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[caterpillow's solution](#)

46.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[caterpillow's solution](#)

47.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[caterpillow's solution](#)

48.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[caterpillow's solution](#)

49.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

50.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[caterpillow's solution](#)

51.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[caterpillow's solution](#)

52.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[caterpillow's solution](#)

53.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[caterpillow's solution](#)

54.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[caterpillow's solution](#)

55.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[caterpillow's solution](#)

56.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[caterpillow's solution](#)

57.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[caterpillow's solution](#)

58.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[caterpillow's solution](#)

59.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[caterpillow's solution](#)

60.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[caterpillow's solution](#)

61.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[caterpillow's solution](#)

62.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

63.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[caterpillow's solution](#)

64.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[caterpillow's solution](#)

65.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[caterpillow's solution](#)

66.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[caterpillow's solution](#)

67.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[caterpillow's solution](#)

68.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[caterpillow's solution](#)

69.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[caterpillow's solution](#)

70.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[caterpillow's solution](#)

71.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[caterpillow's solution](#)

72.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[caterpillow's solution](#)

73.

1922A

[Tricky Template](#) · [Tutorial](#)

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

74.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[caterpillow's solution](#)

75.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[caterpillow's solution](#)

76.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[caterpillow's solution](#)

77.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[caterpillow's solution](#)

78.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math
[caterpillow's solution](#)

79.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,315 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[caterpillow's solution](#)

80.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[caterpillow's solution](#)

81.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[caterpillow's solution](#)

82.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[caterpillow's solution](#)

83.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[caterpillow's solution](#)

84.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

85.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[caterpillow's solution](#)

86.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

87.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[caterpillow's solution](#)

88.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-06-27 · last AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

89.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[caterpillow's solution](#)

90.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2025-06-20 · last AC: 2025-06-20 · Python 3 (first AC) · Tags: games

[caterpillow's solution](#)

91.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2025-06-15 · last AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

92.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[caterpillow's solution](#)

93.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy

[caterpillow's solution](#)

94.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[caterpillow's solution](#)

95.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2025-04-03 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[caterpillow's solution](#)

96.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[caterpillow's solution](#)

97.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · last AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[caterpillow's solution](#)

98.

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2025-05-17 · last AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

99.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[caterpillow's solution](#)

100.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

101.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games

[caterpillow's solution](#)

102.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 900 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[caterpillow's solution](#)

103.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-03-01 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings

[caterpillow's solution](#)

104.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[caterpillow's solution](#)

105.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[caterpillow's solution](#)

106.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-02-22 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

[caterpillow's solution](#)

107.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[caterpillow's solution](#)

108.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[caterpillow's solution](#)

109.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[caterpillow's solution](#)

110.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[caterpillow's solution](#)

111.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[caterpillow's solution](#)

112.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[caterpillow's solution](#)

113.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[caterpillow's solution](#)

114.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[caterpillow's solution](#)

115.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[caterpillow's solution](#)

116.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

117.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[caterpillow's solution](#)

118.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[caterpillow's solution](#)

119.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[caterpillow's solution](#)

120.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

121.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-07 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[caterpillow's solution](#)

122.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[caterpillow's solution](#)

123.

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[caterpillow's solution](#)

124.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

125.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

126.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[caterpillow's solution](#)

127.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[caterpillow's solution](#)

128.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[caterpillow's solution](#)

129.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings

[caterpillow's solution](#)

130.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[caterpillow's solution](#)

131.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

implementation

[caterpillow's solution](#)

132.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[caterpillow's solution](#)

133.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2025-06-12 · last AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[caterpillow's solution](#)

134.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2025-06-05 · last AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[caterpillow's solution](#)

135.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[caterpillow's solution](#)

136.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[caterpillow's solution](#)

137.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2025-05-17 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[caterpillow's solution](#)

138.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

[caterpillow's solution](#)

139.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[caterpillow's solution](#)

140.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2025-04-26 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

141.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[caterpillow's solution](#)

142.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[caterpillow's solution](#)

143.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-09-29 · last AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[caterpillow's solution](#)

144.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[caterpillow's solution](#)

145.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[caterpillow's solution](#)

146.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

147.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[caterpillow's solution](#)

148.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[caterpillow's solution](#)

149.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: strings

[caterpillow's solution](#)

150.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[caterpillow's solution](#)

151.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[caterpillow's solution](#)

152.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[caterpillow's solution](#)

153.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[caterpillow's solution](#)

154.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[caterpillow's solution](#)

155.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2026-02-17 · Python 3 (first AC) · Tags: binary search, dp, implementation

[caterpillow's solution](#)

156.

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[caterpillow's solution](#)

157.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[caterpillow's solution](#)

158.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[caterpillow's solution](#)

159.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[caterpillow's solution](#)

160.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[caterpillow's solution](#)

161.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[caterpillow's solution](#)

162.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, shortest paths, sortings
[caterpillow's solution](#)

163.

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[caterpillow's solution](#)

164.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[caterpillow's solution](#)

165.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[caterpillow's solution](#)

166.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[caterpillow's solution](#)

167.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[caterpillow's solution](#)

168.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[caterpillow's solution](#)

169.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[caterpillow's solution](#)

170.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[caterpillow's solution](#)

171.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

172.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[caterpillow's solution](#)

173.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[caterpillow's solution](#)

174.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

175.

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2025-06-14 · last AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[caterpillow's solution](#)

176.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-06-07 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[caterpillow's solution](#)

177.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[caterpillow's solution](#)

178.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[caterpillow's solution](#)

179.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,556 global accepts · Rating: 1100 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[caterpillow's solution](#)

180.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[caterpillow's solution](#)

181.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers

[caterpillow's solution](#)

182.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings, two pointers

[caterpillow's solution](#)

183.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-10 · last AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[caterpillow's solution](#)

184.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-04 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[caterpillow's solution](#)

185.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[caterpillow's solution](#)

186.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[caterpillow's solution](#)

187.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[caterpillow's solution](#)

188.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2025-03-29 · last AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[caterpillow's solution](#)

189.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[caterpillow's solution](#)

190.

2036C

[Any and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2025-03-15 · last AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[caterpillow's solution](#)

191.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[caterpillow's solution](#)

192.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[caterpillow's solution](#)

193.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[caterpillow's solution](#)

194.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[caterpillow's solution](#)

195.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[caterpillow's solution](#)

196.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[caterpillow's solution](#)

197.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[caterpillow's solution](#)

198.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

199.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[caterpillow's solution](#)

200.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[caterpillow's solution](#)

201.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[caterpillow's solution](#)

202.

2056C

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

Quality: 19,434 global accepts · Rating: 1200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[caterpillow's solution](#)

203.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[caterpillow's solution](#)

204.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[caterpillow's solution](#)

205.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[caterpillow's solution](#)

206.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[caterpillow's solution](#)

207.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2025-10-19 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, strings

[caterpillow's solution](#)

208.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-27 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[caterpillow's solution](#)

209.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-09-20 · last AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[caterpillow's solution](#)

210.

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[caterpillow's solution](#)

211.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[caterpillow's solution](#)

212.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[caterpillow's solution](#)

213.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[caterpillow's solution](#)

214.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, two pointers
[caterpillow's solution](#)

215.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation
[caterpillow's solution](#)

216.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[caterpillow's solution](#)

217.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[caterpillow's solution](#)

218.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2025-07-12 · last AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: games
[caterpillow's solution](#)

219.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[caterpillow's solution](#)

220.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-27 · last AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[caterpillow's solution](#)

221.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2025-06-21 · last AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, two pointers

[caterpillow's solution](#)

222.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[caterpillow's solution](#)

223.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2025-06-03 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[caterpillow's solution](#)

224.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[caterpillow's solution](#)

225.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, sortings

[caterpillow's solution](#)

226.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[caterpillow's solution](#)

227.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[caterpillow's solution](#)

228.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2025-05-17 · last AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[caterpillow's solution](#)

229.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[caterpillow's solution](#)

230.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2025-04-26 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[caterpillow's solution](#)

231.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-05-04 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[caterpillow's solution](#)

232.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[caterpillow's solution](#)

233.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[caterpillow's solution](#)

234.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[caterpillow's solution](#)

235.

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[caterpillow's solution](#)

236.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[caterpillow's solution](#)

237.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-03-01 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[caterpillow's solution](#)

238.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

239.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · last AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[caterpillow's solution](#)

240.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-09-29 · last AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[caterpillow's solution](#)

241.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[caterpillow's solution](#)

242.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[caterpillow's solution](#)

243.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

244.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[caterpillow's solution](#)

245.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[caterpillow's solution](#)

246.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[caterpillow's solution](#)

247.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

248.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[caterpillow's solution](#)

249.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[caterpillow's solution](#)

250.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[caterpillow's solution](#)

251.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[caterpillow's solution](#)

252.

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
[caterpillow's solution](#)

253.

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
[caterpillow's solution](#)

254.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[caterpillow's solution](#)

255.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[caterpillow's solution](#)

256.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[caterpillow's solution](#)

257.

2206K

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

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-15 · last AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[caterpillow's solution](#)

258.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[caterpillow's solution](#)

259.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[caterpillow's solution](#)

260.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[caterpillow's solution](#)

261.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

262.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-12-06 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

263.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[caterpillow's solution](#)

264.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[caterpillow's solution](#)

265.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[caterpillow's solution](#)

266.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[caterpillow's solution](#)

267.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[caterpillow's solution](#)

268.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[caterpillow's solution](#)

269.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-15 · last AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[caterpillow's solution](#)

270.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[caterpillow's solution](#)

271.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

272.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[caterpillow's solution](#)

273.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[caterpillow's solution](#)

274.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[caterpillow's solution](#)

275.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2025-08-15 · last AC: 2025-08-15 · Python 3 (first AC) · Tags: binary search, greedy, math

[caterpillow's solution](#)

276.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[caterpillow's solution](#)

277.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2025-08-02 · last AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[caterpillow's solution](#)

278.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-07-04 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[caterpillow's solution](#)

279.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-29 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[caterpillow's solution](#)

280.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2025-06-15 · last AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[caterpillow's solution](#)

281.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[caterpillow's solution](#)

282.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[caterpillow's solution](#)

283.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[caterpillow's solution](#)

284.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[caterpillow's solution](#)

285.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[caterpillow's solution](#)

286.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[caterpillow's solution](#)

287.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[caterpillow's solution](#)

288.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

289.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[caterpillow's solution](#)

290.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[caterpillow's solution](#)

291.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[caterpillow's solution](#)

292.

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[caterpillow's solution](#)

293.

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[caterpillow's solution](#)

294.

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

[caterpillow's solution](#)

295.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[caterpillow's solution](#)

296.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[caterpillow's solution](#)

297.

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

[caterpillow's solution](#)

298.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[caterpillow's solution](#)

299.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[caterpillow's solution](#)

300.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

301.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy, math

[caterpillow's solution](#)

302.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[caterpillow's solution](#)

303.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[caterpillow's solution](#)

304.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[caterpillow's solution](#)

305.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[caterpillow's solution](#)

306.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-11-01 · last AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[caterpillow's solution](#)

307.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-11-29 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[caterpillow's solution](#)

308.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[caterpillow's solution](#)

309.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[caterpillow's solution](#)

310.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1400 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[caterpillow's solution](#)

311.

26B

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

Quality: 25,854 global accepts · Rating: 1400 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[caterpillow's solution](#)

312.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2025-08-07 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[caterpillow's solution](#)

313.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[caterpillow's solution](#)

314.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · last AC: 2025-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[caterpillow's solution](#)

315.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[caterpillow's solution](#)

316.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2025-06-15 · last AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[caterpillow's solution](#)

317.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[caterpillow's solution](#)

318.

2114D

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

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[caterpillow's solution](#)

319.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[caterpillow's solution](#)

320.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2025-05-31 · last AC: 2025-05-31 · Python 3 (first AC) · Tags: greedy, math, sortings

[caterpillow's solution](#)

321.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[caterpillow's solution](#)

322.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[caterpillow's solution](#)

323.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · last AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[caterpillow's solution](#)

324.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[caterpillow's solution](#)

325.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[caterpillow's solution](#)

326.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2025-05-18 · last AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[caterpillow's solution](#)

327.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[caterpillow's solution](#)

328.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[caterpillow's solution](#)

329.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[caterpillow's solution](#)

330.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy, implementation

[caterpillow's solution](#)

331.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[caterpillow's solution](#)

332.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[caterpillow's solution](#)

333.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[caterpillow's solution](#)

334.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[caterpillow's solution](#)

335.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[caterpillow's solution](#)

336.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[caterpillow's solution](#)

337.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[caterpillow's solution](#)

338.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[caterpillow's solution](#)

339.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[caterpillow's solution](#)

340.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[caterpillow's solution](#)

341.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[caterpillow's solution](#)

342.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[caterpillow's solution](#)

343.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings
[caterpillow's solution](#)

344.

2205C

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

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[caterpillow's solution](#)

345.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[caterpillow's solution](#)

346.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
[caterpillow's solution](#)

347.

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[caterpillow's solution](#)

348.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search,

implementation, math, number theory

[caterpillow's solution](#)

349.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-11-13 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

350.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[caterpillow's solution](#)

351.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[caterpillow's solution](#)

352.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[caterpillow's solution](#)

353.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2025-05-11 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[caterpillow's solution](#)

354.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-26 · last AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[caterpillow's solution](#)

355.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[caterpillow's solution](#)

356.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2025-06-03 · last AC: 2025-06-03 · Python 3 (first AC) · Tags: binary search, data structures

[caterpillow's solution](#)

357.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2025-05-27 · last AC: 2025-06-01 · Python 3 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[caterpillow's solution](#)

358.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[caterpillow's solution](#)

359.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[caterpillow's solution](#)

360.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[caterpillow's solution](#)

361.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[caterpillow's solution](#)

362.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[caterpillow's solution](#)

363.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[caterpillow's solution](#)

364.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[caterpillow's solution](#)

365.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[caterpillow's solution](#)

366.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[caterpillow's solution](#)

367.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[caterpillow's solution](#)

368.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[caterpillow's solution](#)

369.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[caterpillow's solution](#)

370.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[caterpillow's solution](#)

371.

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

[caterpillow's solution](#)

372.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2023-11-02 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[caterpillow's solution](#)

373.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[caterpillow's solution](#)

374.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-18 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[caterpillow's solution](#)

375.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[caterpillow's solution](#)

376.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[caterpillow's solution](#)

377.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[caterpillow's solution](#)

378.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[caterpillow's solution](#)

379.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[caterpillow's solution](#)

380.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-11-08 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

381.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-09-30 · last AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[caterpillow's solution](#)

382.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[caterpillow's solution](#)

383.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[caterpillow's solution](#)

384.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2025-06-15 · last AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[caterpillow's solution](#)

385.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[caterpillow's solution](#)

386.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[caterpillow's solution](#)

387.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[caterpillow's solution](#)

388.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[caterpillow's solution](#)

389.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

390.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[caterpillow's solution](#)

391.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[caterpillow's solution](#)

392.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[caterpillow's solution](#)

393.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[caterpillow's solution](#)

394.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[caterpillow's solution](#)

395.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[caterpillow's solution](#)

396.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[caterpillow's solution](#)

397.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[caterpillow's solution](#)

398.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[caterpillow's solution](#)

399.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[caterpillow's solution](#)

400.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[caterpillow's solution](#)

401.

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[caterpillow's solution](#)

402.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[caterpillow's solution](#)

403.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[caterpillow's solution](#)

404.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-11-13 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

405.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[caterpillow's solution](#)

406.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[caterpillow's solution](#)

407.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[caterpillow's solution](#)

408.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[caterpillow's solution](#)

409.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2025-07-06 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[caterpillow's solution](#)

410.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[caterpillow's solution](#)

411.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[caterpillow's solution](#)

412.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · last AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[caterpillow's solution](#)

413.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · last AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[caterpillow's solution](#)

414.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[caterpillow's solution](#)

415.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[caterpillow's solution](#)

416.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[caterpillow's solution](#)

417.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[caterpillow's solution](#)

418.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[caterpillow's solution](#)

419.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[caterpillow's solution](#)

420.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[caterpillow's solution](#)

421.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[caterpillow's solution](#)

422.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[caterpillow's solution](#)

423.

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[caterpillow's solution](#)

424.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[caterpillow's solution](#)

425.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[caterpillow's solution](#)

426.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-07 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[caterpillow's solution](#)

427.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-11-01 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[caterpillow's solution](#)

428.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-17 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[caterpillow's solution](#)

429.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[caterpillow's solution](#)

430.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[caterpillow's solution](#)

431.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[caterpillow's solution](#)

432.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[caterpillow's solution](#)

433.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · last AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[caterpillow's solution](#)

434.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[caterpillow's solution](#)

435.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[caterpillow's solution](#)

436.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-08 · last AC: 2025-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[caterpillow's solution](#)

437.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[caterpillow's solution](#)

438.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[caterpillow's solution](#)

439.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[caterpillow's solution](#)

440.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[caterpillow's solution](#)

441.

1922E

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

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

[caterpillow's solution](#)

442.

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2025-09-18 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[caterpillow's solution](#)

443.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[caterpillow's solution](#)

444.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[caterpillow's solution](#)

445.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation

[caterpillow's solution](#)

446.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures

[caterpillow's solution](#)

447.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

448.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

449.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[caterpillow's solution](#)

450.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[caterpillow's solution](#)

451.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[caterpillow's solution](#)

452.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · last AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[caterpillow's solution](#)

453.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[caterpillow's solution](#)

454.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[caterpillow's solution](#)

455.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2025-05-10 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[caterpillow's solution](#)

456.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu
[caterpillow's solution](#)

457.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[caterpillow's solution](#)

458.

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[caterpillow's solution](#)

459.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2025-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[caterpillow's solution](#)

460.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[caterpillow's solution](#)

461.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[caterpillow's solution](#)

462.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[caterpillow's solution](#)

463.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[caterpillow's solution](#)

464.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[caterpillow's solution](#)

465.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · last AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[caterpillow's solution](#)

466.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[caterpillow's solution](#)

467.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[caterpillow's solution](#)

468.

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

[caterpillow's solution](#)

469.

1998C

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

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[caterpillow's solution](#)

470.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[caterpillow's solution](#)

471.

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

[caterpillow's solution](#)

472.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[caterpillow's solution](#)

473.

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

[caterpillow's solution](#)

474.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-03-04 · last AC: 2026-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[caterpillow's solution](#)

475.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[caterpillow's solution](#)

476.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[caterpillow's solution](#)

477.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
[caterpillow's solution](#)

478.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

479.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[caterpillow's solution](#)

480.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[caterpillow's solution](#)

481.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[caterpillow's solution](#)

482.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[caterpillow's solution](#)

483.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[caterpillow's solution](#)

484.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[caterpillow's solution](#)

485.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[caterpillow's solution](#)

486.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2023-11-01 · last AC: 2025-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[caterpillow's solution](#)

487.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[caterpillow's solution](#)

488.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[caterpillow's solution](#)

489.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[caterpillow's solution](#)

490.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[caterpillow's solution](#)

491.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[caterpillow's solution](#)

492.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[caterpillow's solution](#)

493.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[caterpillow's solution](#)

494.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities

[caterpillow's solution](#)

495.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[caterpillow's solution](#)

496.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[caterpillow's solution](#)

497.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[caterpillow's solution](#)

498.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

499.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[caterpillow's solution](#)

500.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[caterpillow's solution](#)

501.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[caterpillow's solution](#)

502.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[caterpillow's solution](#)

503.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[caterpillow's solution](#)

504.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[caterpillow's solution](#)

505.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[caterpillow's solution](#)

506.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[caterpillow's solution](#)

507.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[caterpillow's solution](#)

508.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[caterpillow's solution](#)

509.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[caterpillow's solution](#)

510.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees
[caterpillow's solution](#)

511.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[caterpillow's solution](#)

512.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[caterpillow's solution](#)

513.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

514.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

515.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

516.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs
[caterpillow's solution](#)

517.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[caterpillow's solution](#)

518.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings
[caterpillow's solution](#)

519.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
[caterpillow's solution](#)

520.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[caterpillow's solution](#)

521.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[caterpillow's solution](#)

522.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[caterpillow's solution](#)

523.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[caterpillow's solution](#)

524.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[caterpillow's solution](#)

525.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · last AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[caterpillow's solution](#)

526.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[caterpillow's solution](#)

527.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[caterpillow's solution](#)

528.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

529.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[caterpillow's solution](#)

530.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[caterpillow's solution](#)

531.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths

[caterpillow's solution](#)

532.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[caterpillow's solution](#)

533.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[caterpillow's solution](#)

534.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[caterpillow's solution](#)

535.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[caterpillow's solution](#)

536.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, graphs, hashing, trees

[caterpillow's solution](#)

537.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[caterpillow's solution](#)

538.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[caterpillow's solution](#)

539.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[caterpillow's solution](#)

540.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[caterpillow's solution](#)

541.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[caterpillow's solution](#)

542.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[caterpillow's solution](#)

543.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-12-30 · last AC: 2026-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[caterpillow's solution](#)

544.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-11-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[caterpillow's solution](#)

545.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[caterpillow's solution](#)

546.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

547.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

548.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

549.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory
[caterpillow's solution](#)

550.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-06-24 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[caterpillow's solution](#)

551.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[caterpillow's solution](#)

552.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[caterpillow's solution](#)

553.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[caterpillow's solution](#)

554.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[caterpillow's solution](#)

555.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[caterpillow's solution](#)

556.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[caterpillow's solution](#)

557.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[caterpillow's solution](#)

558.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[caterpillow's solution](#)

559.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[caterpillow's solution](#)

560.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[caterpillow's solution](#)

561.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[caterpillow's solution](#)

562.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[caterpillow's solution](#)

563.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers

[caterpillow's solution](#)

564.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[caterpillow's solution](#)

565.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[caterpillow's solution](#)

566.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[caterpillow's solution](#)

567.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[caterpillow's solution](#)

568.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-10-22 · last AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[caterpillow's solution](#)

569.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[caterpillow's solution](#)

570.

102348I

[Radio Stations](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

571.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, sortings

[caterpillow's solution](#)

572.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · last AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[caterpillow's solution](#)

573.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[caterpillow's solution](#)

574.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[caterpillow's solution](#)

575.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[caterpillow's solution](#)

576.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[caterpillow's solution](#)

577.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[caterpillow's solution](#)

578.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[caterpillow's solution](#)

579.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[caterpillow's solution](#)

580.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-05-31 · last AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[caterpillow's solution](#)

581.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[caterpillow's solution](#)

582.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, two pointers

[caterpillow's solution](#)

583.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[caterpillow's solution](#)

584.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[caterpillow's solution](#)

585.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[caterpillow's solution](#)

586.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[caterpillow's solution](#)

587.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[caterpillow's solution](#)

588.

103994L

[N Machines](#) · [Tutorial](#)

Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[caterpillow's solution](#)

589.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

590.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

591.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

592.

103185B

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

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

593.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

594.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

595.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

596.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

597.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

598.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

599.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

600.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

601.

106125J

[Journal Publication](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

602.

106125H

[Hidden Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

603.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

604.

102348E

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

Rating: — · first AC: 2025-11-13 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

605.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

606.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

607.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

608.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

609.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · PyPy 3-64 (first AC) · Tags: —

[caterpillow's solution](#)

610.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

611.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

612.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

613.

102348F

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

Rating: — · first AC: 2025-11-13 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

614.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

615.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

616.

102348B

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

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

617.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

618.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

619.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

620.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[caterpillow's solution](#)

621.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[caterpillow's solution](#)

622.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[caterpillow's solution](#)

623.

103214A

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

624.

100771F

[A08Dd#CT4C @D\\$A](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

625.

100771M

[A00Cd=Câ Aä BÄ\(AR HC BC`KCø0](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

626.

100771D

[A05DT8D"5C08Dò :Cä;C 0D K](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

627.

100771I

[AD@012Câ ?C,,FD`](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

628.

100771J

[A=ACT=Cä<Cä@DDK C`NC OD" ?CTGCT=DÄ:C€](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

629.

100771C

[BT8D\\$@D'9 Cò@Cä4C 2CTF](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[caterpillow's solution](#)

630.

100771A

[A\\$0C04C ; C" AD\\$>C'>C\\$>C•](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

631.

100771E

[AçD0eAä1Cd>D 0](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

632.

100771B

[B 500QCD>Dt=D 9 C6>Cd8D 0D\\$5C`L](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

633.

100771G

[AD>D1504> CD>C\\$>CD8D" =CT>C @C 7Cä2C =CÔ>D BDÀ](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

634.

100771L

[B\\$@C03074C,,O C" ` Dò BCä@D\\$8C«°](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

635.

104785I

[International Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

636.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

637.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

638.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

639.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

640.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · Python 3 (first AC) · Tags: —
[caterpillow's solution](#)

641.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

642.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

643.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

644.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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645.

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649.

105446H

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651.

105446D

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655.

105446G

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656.

105446K

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657.

105446E

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658.

105446L

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659.

105446A

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Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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660.

106027A

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Rating: — · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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661.

105698L

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Rating: — · first AC: 2025-10-21 · last AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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662.

104874C

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663.

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664.

104874H

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665.

104874I

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666.

104874B

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667.

104874J

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668.

104874M

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669.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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670.

104874A

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Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

671.

105698A

[actGenshinImp](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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672.

105698D

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[caterpillow's solution](#)

673.

105698C

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

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

674.

105698I

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[caterpillow's solution](#)

675.

105698G

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Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

676.

105698K

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Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

677.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

678.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

679.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

680.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

681.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

682.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

683.

103306J

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684.

103306D

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685.

103306I

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[caterpillow's solution](#)

686.

103306G

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687.

105699J

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688.

105699C

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Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

689.

105699D

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Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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690.

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

691.

105699E

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Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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692.

105699I

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Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

693.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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694.

105869J

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Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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695.

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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696.

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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697.

105869L

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698.

105869E

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699.

105869D

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700.

105869I

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[caterpillow's solution](#)

701.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[caterpillow's solution](#)

702.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[caterpillow's solution](#)

703.

103729G

[Brick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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704.

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[caterpillow's solution](#)

705.

101173I

[Invisible Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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706.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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707.

102114D

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Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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708.

104021J

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Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
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709.

102346E

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710.

104787A

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Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
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711.

104262E

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Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
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712.

100110B

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713.

101653W

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Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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714.

101063K

[Dire, Dire Docks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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715.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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716.

103643P

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Rating: — · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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717.

100243I

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Rating: — · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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718.

105201M

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Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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719.

104252E

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720.

103886O

[Vista \(Cereal Mountains II\)](#) · [Tutorial](#)

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721.

105012H

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