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Unique solved — catgirl

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

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Filters: none

Count: 2,058

1.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2026-04-14 · last AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

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2.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,087 global accepts · Rating: 800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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3.

2218C

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

Quality: 26,418 global accepts · Rating: 800 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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4.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,768 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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5.

2218B

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

Quality: 33,668 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

6.

2218A

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

Quality: 34,902 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, math

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7.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,704 global accepts · Rating: 800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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8.

2210A

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

Quality: 22,237 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

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9.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,023 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

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10.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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11.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,541 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

12.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

13.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,354 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[catgirl's solution](#)

14.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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15.

2205A

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

Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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16.

282A

[Bit++](#) · [Tutorial](#)

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[catgirl's solution](#)

17.

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

18.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,985 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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19.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-22 · PyPy 3-64 (first AC) · Tags: brute force, strings

[catgirl's solution](#)

20.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[catgirl's solution](#)

21.

2195A

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

Quality: 35,449 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

22.

2193B

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

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

23.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

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24.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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25.

2194A

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[catgirl's solution](#)

26.

1956A

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Quality: 24,192 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, games, greedy

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27.

2193A

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Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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28.

2180B

[Ashmal](#) · [Tutorial](#)

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29.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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30.

2189A

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31.

2185A

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Quality: 43,084 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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32.

2184A

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

Quality: 38,085 global accepts · Rating: 800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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33.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
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34.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
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35.

2178A

[Yes or Yes](#) · [Tutorial](#)

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36.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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37.

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
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38.

2175A

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39.

2078A

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Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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40.

2172A

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

Quality: 14,545 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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41.

2176A

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- 42.**
2166A
[Same Difference](#) · [Tutorial](#)
Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
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2173A
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Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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2158A
[Suspension](#) · [Tutorial](#)
Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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2157A
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Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
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- 46.**
2136A
[In the Dream](#) · [Tutorial](#)
Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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- 47.**
1957A
[Stickogon](#) · [Tutorial](#)
Quality: 25,675 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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- 48.**
1996B
[Scale](#) · [Tutorial](#)
Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · last AC: 2025-11-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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- 49.**
2160A
[MEX Partition](#) · [Tutorial](#)
Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[catgirl's solution](#)
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2151A
[Incremental Subarray](#) · [Tutorial](#)
Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: math, strings
[catgirl's solution](#)
- 51.**
2163A
[Souvlaki VS. Kalamaki](#) · [Tutorial](#)
Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[catgirl's solution](#)

52.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[catgirl's solution](#)

53.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[catgirl's solution](#)

54.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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55.

1971B

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Quality: 44,707 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[catgirl's solution](#)

56.

2131B

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Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[catgirl's solution](#)

57.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[catgirl's solution](#)

58.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
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59.

2031A

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60.

520A

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61.

2156A

[Pizza Time](#) · [Tutorial](#)

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62.

1789A

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63.

2162A

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64.

2153B

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

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65.

2153A

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

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66.

2145A

[Candies for Nephews](#) · [Tutorial](#)

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67.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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68.

2152A

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Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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69.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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70.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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71.

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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72.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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73.

2139B

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Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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74.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers
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75.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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76.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
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77.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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78.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
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79.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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80.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games
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81.

2139A

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

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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82.

1847A

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

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83.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
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84.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
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85.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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86.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
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87.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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88.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

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89.

2134A

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90.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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91.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math
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92.

1649A

[Game](#) · [Tutorial](#)

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93.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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94.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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95.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,181 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
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96.

648B

[B to C](#) · [5D 8 D BCä](#);

Quality: 2,157 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
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97.

1593A

[Elections](#) · [Tutorial](#)

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98.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

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99.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
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100.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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101.

1413A

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Quality: 15,292 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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102.

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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103.

2132A

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Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

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104.

2130A

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105.

2131A

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Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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106.

2127A

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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

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107.

1853A

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108.

2128A

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Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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109.

2125A

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Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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110.

2122A

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Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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111.

2126B

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Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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112.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

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113.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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114.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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115.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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116.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
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117.

2123A

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Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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118.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
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119.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
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120.

2121A

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Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
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121.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing, implementation
[catgirl's solution](#)

122.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

123.

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[catgirl's solution](#)

124.

2116A

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

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[catgirl's solution](#)

125.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[catgirl's solution](#)

126.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

127.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[catgirl's solution](#)

128.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[catgirl's solution](#)

129.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[catgirl's solution](#)

130.

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
[catgirl's solution](#)

131.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[catgirl's solution](#)

132.

38A

[Army](#) · [Tutorial](#)

Quality: 26,487 global accepts · Rating: 800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

133.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[catgirl's solution](#)

134.

2109A

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

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

135.

2098A

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

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[catgirl's solution](#)

136.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[catgirl's solution](#)

137.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings
[catgirl's solution](#)

138.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

139.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[catgirl's solution](#)

140.

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[catgirl's solution](#)

141.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

142.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[catgirl's solution](#)

143.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[catgirl's solution](#)

144.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

145.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[catgirl's solution](#)

146.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[catgirl's solution](#)

147.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[catgirl's solution](#)

148.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[catgirl's solution](#)

149.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[catgirl's solution](#)

150.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[catgirl's solution](#)

151.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,245 global accepts · Rating: 800 · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: strings
[catgirl's solution](#)

152.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[catgirl's solution](#)

153.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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154.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

155.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[catgirl's solution](#)

156.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,316 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[catgirl's solution](#)

157.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
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158.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[catgirl's solution](#)

159.

2091A

[Olympiad Date](#) · [Tutorial](#)

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160.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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161.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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162.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
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163.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[catgirl's solution](#)

164.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[catgirl's solution](#)

165.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, math
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166.

2072A

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

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
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167.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[catgirl's solution](#)

168.

2067A

[Adjacent Digit Sums · Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[catgirl's solution](#)

169.

2064A

[Brogramming Contest · Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: greedy, strings
[catgirl's solution](#)

170.

2065B

[Skibidus and Ohio · Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-10 · PyPy 3-64 (first AC) · Tags: strings
[catgirl's solution](#)

171.

2065A

[Skibidus and Amog'u · Tutorial](#)

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[catgirl's solution](#)

172.

2030A

[A Gift From Orangutan · Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[catgirl's solution](#)

173.

1922A

[Tricky Template · Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings
[catgirl's solution](#)

174.

2062A

[String · Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings
[catgirl's solution](#)

175.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[catgirl's solution](#)

176.

2063A

[Minimal Coprime · Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[catgirl's solution](#)

177.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[catgirl's solution](#)

178.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[catgirl's solution](#)

179.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

180.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[catgirl's solution](#)

181.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[catgirl's solution](#)

182.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

183.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[catgirl's solution](#)

184.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[catgirl's solution](#)

185.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[catgirl's solution](#)

186.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

187.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[catgirl's solution](#)

188.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

189.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,093 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[catgirl's solution](#)

190.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

191.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

192.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

193.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[catgirl's solution](#)

194.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

195.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[catgirl's solution](#)

196.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

197.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[catgirl's solution](#)

198.

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
[catgirl's solution](#)

199.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-12-27 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[catgirl's solution](#)

200.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-12-26 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation

[catgirl's solution](#)

201.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[catgirl's solution](#)

202.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[catgirl's solution](#)

203.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

204.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

205.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[catgirl's solution](#)

206.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[catgirl's solution](#)

207.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

208.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[catgirl's solution](#)

209.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[catgirl's solution](#)

210.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

211.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-12-03 · Kotlin 1.9 (first AC) · Tags: implementation
[catgirl's solution](#)

212.

2047A

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

Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[catgirl's solution](#)

213.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[catgirl's solution](#)

214.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: brute force, math
[catgirl's solution](#)

215.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

216.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

217.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[catgirl's solution](#)

218.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

219.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[catgirl's solution](#)

220.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[catgirl's solution](#)

221.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[catgirl's solution](#)

222.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[catgirl's solution](#)

223.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[catgirl's solution](#)

224.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[catgirl's solution](#)

225.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[catgirl's solution](#)

226.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

227.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[catgirl's solution](#)

228.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[catgirl's solution](#)

229.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

[catgirl's solution](#)

230.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[catgirl's solution](#)

231.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[catgirl's solution](#)

232.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[catgirl's solution](#)

233.

2014B

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

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[catgirl's solution](#)

234.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

235.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

236.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[catgirl's solution](#)

237.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[catgirl's solution](#)

238.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

239.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[catgirl's solution](#)

240.

2008C

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

Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[catgirl's solution](#)

241.

2008B

[Square or Not](#) · [Tutorial](#)

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

242.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[catgirl's solution](#)

243.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
[catgirl's solution](#)

244.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
[catgirl's solution](#)

245.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, strings
[catgirl's solution](#)

246.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[catgirl's solution](#)

247.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

248.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: implementation, math
[catgirl's solution](#)

249.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: two pointers
[catgirl's solution](#)

250.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: implementation, math, strings
[catgirl's solution](#)

251.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[catgirl's solution](#)

252.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,641 global accepts · Rating: 800 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

253.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: implementation, math
[catgirl's solution](#)

254.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

255.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[catgirl's solution](#)

256.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
[catgirl's solution](#)

257.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,380 global accepts · Rating: 800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search
[catgirl's solution](#)

258.

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 900 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

259.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,685 global accepts · Rating: 900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation
[catgirl's solution](#)

260.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[catgirl's solution](#)

261.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[catgirl's solution](#)

262.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

263.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,866 global accepts · Rating: 900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[catgirl's solution](#)

264.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2026-03-03 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[catgirl's solution](#)

265.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[catgirl's solution](#)

266.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,855 global accepts · Rating: 900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[catgirl's solution](#)

267.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[catgirl's solution](#)

268.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[catgirl's solution](#)

269.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[catgirl's solution](#)

270.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[catgirl's solution](#)

271.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,116 global accepts · Rating: 900 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[catgirl's solution](#)

272.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

273.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[catgirl's solution](#)

274.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

275.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

276.

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[catgirl's solution](#)

277.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[catgirl's solution](#)

278.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[catgirl's solution](#)

279.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[catgirl's solution](#)

280.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[catgirl's solution](#)

281.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[catgirl's solution](#)

282.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[catgirl's solution](#)

283.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[catgirl's solution](#)

284.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[catgirl's solution](#)

285.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

286.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[catgirl's solution](#)

287.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,767 global accepts · Rating: 900 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[catgirl's solution](#)

288.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

289.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[catgirl's solution](#)

290.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[catgirl's solution](#)

291.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,323 global accepts · Rating: 900 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

292.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

293.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[catgirl's solution](#)

294.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

295.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[catgirl's solution](#)

296.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings

[catgirl's solution](#)

297.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2025-03-07 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[catgirl's solution](#)

298.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[catgirl's solution](#)

299.

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[catgirl's solution](#)

300.

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[catgirl's solution](#)

301.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[catgirl's solution](#)

302.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[catgirl's solution](#)

303.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

304.

2060C

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

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two

pointers

[catgirl's solution](#)

305.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,379 global accepts · Rating: 900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

306.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

307.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

308.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[catgirl's solution](#)

309.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

310.

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[catgirl's solution](#)

311.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

312.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

313.

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[catgirl's solution](#)

314.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[catgirl's solution](#)

315.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

316.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[catgirl's solution](#)

317.

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[catgirl's solution](#)

318.

2033B

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

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[catgirl's solution](#)

319.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[catgirl's solution](#)

320.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[catgirl's solution](#)

321.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

322.

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[catgirl's solution](#)

323.

2007B

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

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

324.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[catgirl's solution](#)

325.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

326.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

327.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[catgirl's solution](#)

328.

2203B

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

Quality: 14,290 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[catgirl's solution](#)

329.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[catgirl's solution](#)

330.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[catgirl's solution](#)

331.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

332.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,012 global accepts · Rating: 1000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

333.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[catgirl's solution](#)

334.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: brute force

[catgirl's solution](#)

335.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
[catgirl's solution](#)

336.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-25 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[catgirl's solution](#)

337.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[catgirl's solution](#)

338.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation
[catgirl's solution](#)

339.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[catgirl's solution](#)

340.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

341.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[catgirl's solution](#)

342.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[catgirl's solution](#)

343.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[catgirl's solution](#)

344.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, two pointers
[catgirl's solution](#)

345.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[catgirl's solution](#)

346.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[catgirl's solution](#)

347.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

348.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

349.

2123C

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

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[catgirl's solution](#)

350.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

351.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

352.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,689 global accepts · Rating: 1000 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
[catgirl's solution](#)

353.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[catgirl's solution](#)

354.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[catgirl's solution](#)

355.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1000 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[catgirl's solution](#)

356.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[catgirl's solution](#)

357.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[catgirl's solution](#)

358.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

359.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[catgirl's solution](#)

360.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

361.

1784A

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

Quality: 17,137 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

362.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[catgirl's solution](#)

363.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[catgirl's solution](#)

364.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[catgirl's solution](#)

365.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[catgirl's solution](#)

366.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[catgirl's solution](#)

367.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

368.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[catgirl's solution](#)

369.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[catgirl's solution](#)

370.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[catgirl's solution](#)

371.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[catgirl's solution](#)

372.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[catgirl's solution](#)

373.

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[catgirl's solution](#)

374.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

375.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: data structures, strings

[catgirl's solution](#)

376.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[catgirl's solution](#)

377.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation
[catgirl's solution](#)

378.

2218D

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

Quality: 18,410 global accepts · Rating: 1100 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[catgirl's solution](#)

379.

2208B

[Cyclists](#) · [Tutorial](#)

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

380.

2195C

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

Quality: 20,528 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[catgirl's solution](#)

381.

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers
[catgirl's solution](#)

382.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[catgirl's solution](#)

383.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[catgirl's solution](#)

384.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[catgirl's solution](#)

385.

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings
[catgirl's solution](#)

386.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[catgirl's solution](#)

387.

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[catgirl's solution](#)

388.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

389.

2169B

[Drifting Away](#) · [Tutorial](#)

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

390.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[catgirl's solution](#)

391.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[catgirl's solution](#)

392.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

393.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, strings
[catgirl's solution](#)

394.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math
[catgirl's solution](#)

395.

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
[catgirl's solution](#)

396.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[catgirl's solution](#)

397.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[catgirl's solution](#)

398.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

399.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

400.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[catgirl's solution](#)

401.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

402.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

403.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[catgirl's solution](#)

404.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[catgirl's solution](#)

405.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[catgirl's solution](#)

406.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

407.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[catgirl's solution](#)

408.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
[catgirl's solution](#)

409.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings, two pointers
[catgirl's solution](#)

410.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[catgirl's solution](#)

411.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[catgirl's solution](#)

412.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

413.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[catgirl's solution](#)

414.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[catgirl's solution](#)

415.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[catgirl's solution](#)

416.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[catgirl's solution](#)

417.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[catgirl's solution](#)

418.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[catgirl's solution](#)

419.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[catgirl's solution](#)

420.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[catgirl's solution](#)

421.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[catgirl's solution](#)

422.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[catgirl's solution](#)

423.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[catgirl's solution](#)

424.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[catgirl's solution](#)

425.

2061B

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

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

[catgirl's solution](#)

426.

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

427.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers

[catgirl's solution](#)

428.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, shortest paths, sortings

[catgirl's solution](#)

429.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[catgirl's solution](#)

430.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[catgirl's solution](#)

431.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

432.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

433.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[catgirl's solution](#)

434.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

435.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[catgirl's solution](#)

436.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

437.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[catgirl's solution](#)

438.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[catgirl's solution](#)

439.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

440.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[catgirl's solution](#)

441.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[catgirl's solution](#)

442.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[catgirl's solution](#)

443.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[catgirl's solution](#)

444.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

445.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[catgirl's solution](#)

446.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[catgirl's solution](#)

447.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[catgirl's solution](#)

448.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[catgirl's solution](#)

449.

2218E

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

Quality: 14,073 global accepts · Rating: 1200 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[catgirl's solution](#)

450.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[catgirl's solution](#)

451.

2202B

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

Quality: 11,144 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[catgirl's solution](#)

452.

2189B

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

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

453.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

454.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[catgirl's solution](#)

455.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[catgirl's solution](#)

456.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

457.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-12-14 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, brute force, math

[catgirl's solution](#)

458.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[catgirl's solution](#)

459.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[catgirl's solution](#)

460.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

461.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[catgirl's solution](#)

462.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[catgirl's solution](#)

463.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[catgirl's solution](#)

464.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[catgirl's solution](#)

465.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

466.

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

[catgirl's solution](#)

467.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[catgirl's solution](#)

468.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[catgirl's solution](#)

469.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[catgirl's solution](#)

470.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

471.

2126D

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

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[catgirl's solution](#)

472.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[catgirl's solution](#)

473.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[catgirl's solution](#)

474.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

475.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

476.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

477.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[catgirl's solution](#)

478.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[catgirl's solution](#)

479.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[catgirl's solution](#)

480.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[catgirl's solution](#)

481.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[catgirl's solution](#)

482.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[catgirl's solution](#)

483.

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[catgirl's solution](#)

484.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[catgirl's solution](#)

485.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[catgirl's solution](#)

486.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
[catgirl's solution](#)

487.

2056C

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

Quality: 19,434 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[catgirl's solution](#)

488.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[catgirl's solution](#)

489.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[catgirl's solution](#)

490.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, strings

[catgirl's solution](#)

491.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[catgirl's solution](#)

492.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[catgirl's solution](#)

493.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

494.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[catgirl's solution](#)

495.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,919 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[catgirl's solution](#)

496.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[catgirl's solution](#)

497.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[catgirl's solution](#)

498.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[catgirl's solution](#)

499.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[catgirl's solution](#)

500.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[catgirl's solution](#)

501.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[catgirl's solution](#)

502.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: math, number theory

[catgirl's solution](#)

503.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[catgirl's solution](#)

504.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[catgirl's solution](#)

505.

2002C

[Black Circles](#) · [Tutorial](#)

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

[catgirl's solution](#)

506.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[catgirl's solution](#)

507.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[catgirl's solution](#)

508.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers
[catgirl's solution](#)

509.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[catgirl's solution](#)

510.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[catgirl's solution](#)

511.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: dp, greedy

[catgirl's solution](#)

512.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings, strings

[catgirl's solution](#)

513.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[catgirl's solution](#)

514.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[catgirl's solution](#)

515.

2208C

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

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[catgirl's solution](#)

516.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[catgirl's solution](#)

517.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[catgirl's solution](#)

518.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two

pointers

[catgirl's solution](#)

519.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[catgirl's solution](#)

520.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[catgirl's solution](#)

521.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

522.

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2025-01-25 · last AC: 2026-01-03 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[catgirl's solution](#)

523.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[catgirl's solution](#)

524.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[catgirl's solution](#)

525.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[catgirl's solution](#)

526.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[catgirl's solution](#)

527.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

528.

2169C

[Range Operation](#) · [Tutorial](#)

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

pointers

[catgirl's solution](#)

529.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[catgirl's solution](#)

530.

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings
[catgirl's solution](#)

531.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[catgirl's solution](#)

532.

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
[catgirl's solution](#)

533.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[catgirl's solution](#)

534.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[catgirl's solution](#)

535.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms
[catgirl's solution](#)

536.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[catgirl's solution](#)

537.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[catgirl's solution](#)

538.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

539.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[catgirl's solution](#)

540.

2127B

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

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

[catgirl's solution](#)

541.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[catgirl's solution](#)

542.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2025-07-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

543.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[catgirl's solution](#)

544.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[catgirl's solution](#)

545.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[catgirl's solution](#)

546.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[catgirl's solution](#)

547.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[catgirl's solution](#)

548.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

549.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[catgirl's solution](#)

550.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[catgirl's solution](#)

551.

2075B

[Array Recoloring](#) · [Tutorial](#)

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

[catgirl's solution](#)

552.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[catgirl's solution](#)

553.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[catgirl's solution](#)

554.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[catgirl's solution](#)

555.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[catgirl's solution](#)

556.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

557.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[catgirl's solution](#)

558.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[catgirl's solution](#)

559.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[catgirl's solution](#)

560.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[catgirl's solution](#)

561.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[catgirl's solution](#)

562.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[catgirl's solution](#)

563.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[catgirl's solution](#)

564.

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[catgirl's solution](#)

565.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: two pointers

[catgirl's solution](#)

566.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[catgirl's solution](#)

567.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[catgirl's solution](#)

568.

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[catgirl's solution](#)

569.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[catgirl's solution](#)

570.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[catgirl's solution](#)

571.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[catgirl's solution](#)

572.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

573.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

574.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[catgirl's solution](#)

575.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-08-05 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[catgirl's solution](#)

576.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[catgirl's solution](#)

577.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[catgirl's solution](#)

578.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 1400 · first AC: 2026-03-16 · last AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[catgirl's solution](#)

579.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[catgirl's solution](#)

580.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[catgirl's solution](#)

581.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[catgirl's solution](#)

582.

1520E

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

Quality: 28,611 global accepts · Rating: 1400 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

583.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[catgirl's solution](#)

584.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[catgirl's solution](#)

585.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[catgirl's solution](#)

586.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[catgirl's solution](#)

587.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[catgirl's solution](#)

588.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[catgirl's solution](#)

589.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[catgirl's solution](#)

590.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[catgirl's solution](#)

591.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[catgirl's solution](#)

592.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[catgirl's solution](#)

593.

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[catgirl's solution](#)

594.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

595.

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[catgirl's solution](#)

596.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

597.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[catgirl's solution](#)

598.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[catgirl's solution](#)

599.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

600.

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[catgirl's solution](#)

601.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[catgirl's solution](#)

602.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[catgirl's solution](#)

603.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[catgirl's solution](#)

604.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[catgirl's solution](#)

605.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[catgirl's solution](#)

606.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[catgirl's solution](#)

607.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[catgirl's solution](#)

608.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2025-03-02 · last AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[catgirl's solution](#)

609.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[catgirl's solution](#)

610.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[catgirl's solution](#)

611.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, math

[catgirl's solution](#)

612.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[catgirl's solution](#)

613.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[catgirl's solution](#)

614.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[catgirl's solution](#)

615.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-03 · Kotlin 1.9 (first AC) · Tags: greedy, strings

[catgirl's solution](#)

616.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[catgirl's solution](#)

617.

2032C

[Trinity](#) · [Tutorial](#)

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

[catgirl's solution](#)

618.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, math
[catgirl's solution](#)

619.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[catgirl's solution](#)

620.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[catgirl's solution](#)

621.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: brute force, strings

[catgirl's solution](#)

622.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[catgirl's solution](#)

623.

2014D

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

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

[catgirl's solution](#)

624.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[catgirl's solution](#)

625.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[catgirl's solution](#)

626.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[catgirl's solution](#)

627.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · last AC: 2024-09-02 · Python 3 (first AC) · Tags: combinatorics, math, number theory

[catgirl's solution](#)

628.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, greedy, math

[catgirl's solution](#)

629.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[catgirl's solution](#)

630.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[catgirl's solution](#)

631.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[catgirl's solution](#)

632.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[catgirl's solution](#)

633.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[catgirl's solution](#)

634.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation
[catgirl's solution](#)

635.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math
[catgirl's solution](#)

636.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[catgirl's solution](#)

637.

2169D1

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

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
[catgirl's solution](#)

638.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[catgirl's solution](#)

639.

2153C

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

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[catgirl's solution](#)

640.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[catgirl's solution](#)

641.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[catgirl's solution](#)

642.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[catgirl's solution](#)

643.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[catgirl's solution](#)

644.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[catgirl's solution](#)

645.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[catgirl's solution](#)

646.

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

[catgirl's solution](#)

647.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[catgirl's solution](#)

648.

2107C

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

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

[catgirl's solution](#)

649.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[catgirl's solution](#)

650.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[catgirl's solution](#)

651.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[catgirl's solution](#)

652.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[catgirl's solution](#)

653.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, strings

[catgirl's solution](#)

654.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[catgirl's solution](#)

655.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[catgirl's solution](#)

656.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[catgirl's solution](#)

657.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[catgirl's solution](#)

658.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[catgirl's solution](#)

659.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[catgirl's solution](#)

660.

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[catgirl's solution](#)

661.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, number theory

[catgirl's solution](#)

662.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[catgirl's solution](#)

663.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[catgirl's solution](#)

664.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[catgirl's solution](#)

665.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[catgirl's solution](#)

666.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[catgirl's solution](#)

667.

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math

[catgirl's solution](#)

668.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

669.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[catgirl's solution](#)

670.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math
[catgirl's solution](#)

671.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[catgirl's solution](#)

672.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[catgirl's solution](#)

673.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[catgirl's solution](#)

674.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[catgirl's solution](#)

675.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory
[catgirl's solution](#)

676.

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[catgirl's solution](#)

677.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[catgirl's solution](#)

678.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[catgirl's solution](#)

679.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
[catgirl's solution](#)

680.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation, math
[catgirl's solution](#)

681.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[catgirl's solution](#)

682.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
[catgirl's solution](#)

683.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, ternary search
[catgirl's solution](#)

684.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[catgirl's solution](#)

685.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[catgirl's solution](#)

686.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings
[catgirl's solution](#)

687.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[catgirl's solution](#)

688.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[catgirl's solution](#)

689.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[catgirl's solution](#)

690.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[catgirl's solution](#)

691.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[catgirl's solution](#)

692.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: math, number theory
[catgirl's solution](#)

693.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, math
[catgirl's solution](#)

694.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures
[catgirl's solution](#)

695.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[catgirl's solution](#)

696.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[catgirl's solution](#)

697.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-27 · last AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[catgirl's solution](#)

698.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, math

[catgirl's solution](#)

699.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[catgirl's solution](#)

700.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[catgirl's solution](#)

701.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[catgirl's solution](#)

702.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[catgirl's solution](#)

703.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[catgirl's solution](#)

704.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[catgirl's solution](#)

705.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

706.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[catgirl's solution](#)

707.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[catgirl's solution](#)

708.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[catgirl's solution](#)

709.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[catgirl's solution](#)

710.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

711.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[catgirl's solution](#)

712.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[catgirl's solution](#)

713.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

714.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[catgirl's solution](#)

715.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[catgirl's solution](#)

716.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[catgirl's solution](#)

717.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[catgirl's solution](#)

718.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[catgirl's solution](#)

719.

2061D

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

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

[catgirl's solution](#)

720.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[catgirl's solution](#)

721.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[catgirl's solution](#)

722.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[catgirl's solution](#)

723.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[catgirl's solution](#)

724.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[catgirl's solution](#)

725.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[catgirl's solution](#)

726.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

727.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[catgirl's solution](#)

728.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[catgirl's solution](#)

729.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[catgirl's solution](#)

730.

2047D

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

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

[catgirl's solution](#)

731.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[catgirl's solution](#)

732.

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[catgirl's solution](#)

733.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[catgirl's solution](#)

734.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

735.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[catgirl's solution](#)

736.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

737.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[catgirl's solution](#)

738.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[catgirl's solution](#)

739.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[catgirl's solution](#)

740.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[catgirl's solution](#)

741.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[catgirl's solution](#)

742.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

743.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

[catgirl's solution](#)

744.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[catgirl's solution](#)

745.

2202D

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

Rating: 1700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[catgirl's solution](#)

746.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2026-03-10 · last AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[catgirl's solution](#)

747.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[catgirl's solution](#)

748.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2026-01-03 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[catgirl's solution](#)

749.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[catgirl's solution](#)

750.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[catgirl's solution](#)

751.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

752.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[catgirl's solution](#)

753.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[catgirl's solution](#)

754.

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[catgirl's solution](#)

755.

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

[catgirl's solution](#)

756.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[catgirl's solution](#)

757.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[catgirl's solution](#)

758.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[catgirl's solution](#)

759.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[catgirl's solution](#)

760.

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[catgirl's solution](#)

761.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[catgirl's solution](#)

762.

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

[catgirl's solution](#)

763.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[catgirl's solution](#)

764.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[catgirl's solution](#)

765.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[catgirl's solution](#)

766.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[catgirl's solution](#)

767.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[catgirl's solution](#)

768.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[catgirl's solution](#)

769.

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[catgirl's solution](#)

770.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[catgirl's solution](#)

771.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[catgirl's solution](#)

772.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[catgirl's solution](#)

773.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[catgirl's solution](#)

774.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[catgirl's solution](#)

775.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[catgirl's solution](#)

776.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[catgirl's solution](#)

777.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[catgirl's solution](#)

778.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[catgirl's solution](#)

779.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[catgirl's solution](#)

780.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[catgirl's solution](#)

781.

1931F

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Quality: 12,009 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs

[catgirl's solution](#)

782.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[catgirl's solution](#)

783.

1869D1

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

Rating: 1700 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[catgirl's solution](#)

784.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs

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785.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[catgirl's solution](#)

786.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[catgirl's solution](#)

787.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[catgirl's solution](#)

788.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[catgirl's solution](#)

789.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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790.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[catgirl's solution](#)

791.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[catgirl's solution](#)

792.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[catgirl's solution](#)

793.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[catgirl's solution](#)

794.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[catgirl's solution](#)

795.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[catgirl's solution](#)

796.

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

math

[catgirl's solution](#)

797.

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, two pointers

[catgirl's solution](#)

798.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[catgirl's solution](#)

799.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[catgirl's solution](#)

800.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-12-10 · last AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: graphs, math, number theory, strings

[catgirl's solution](#)

801.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[catgirl's solution](#)

802.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[catgirl's solution](#)

803.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

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804.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[catgirl's solution](#)

805.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[catgirl's solution](#)

806.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[catgirl's solution](#)

807.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[catgirl's solution](#)

808.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[catgirl's solution](#)

809.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[catgirl's solution](#)

810.

2029C

[New Rating](#) · [Tutorial](#)

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

[catgirl's solution](#)

811.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[catgirl's solution](#)

812.

1792D

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

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[catgirl's solution](#)

813.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[catgirl's solution](#)

814.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[catgirl's solution](#)

815.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[catgirl's solution](#)

816.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[catgirl's solution](#)

817.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[catgirl's solution](#)

818.

2030D

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

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

[catgirl's solution](#)

819.

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2024-10-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[catgirl's solution](#)

820.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[catgirl's solution](#)

821.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[catgirl's solution](#)

822.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[catgirl's solution](#)

823.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[catgirl's solution](#)

824.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[catgirl's solution](#)

825.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math
[catgirl's solution](#)

826.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[catgirl's solution](#)

827.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[catgirl's solution](#)

828.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[catgirl's solution](#)

829.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[catgirl's solution](#)

830.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[catgirl's solution](#)

831.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory
[catgirl's solution](#)

832.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math
[catgirl's solution](#)

833.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[catgirl's solution](#)

834.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[catgirl's solution](#)

835.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

836.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[catgirl's solution](#)

837.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: games, graphs, greedy, trees

[catgirl's solution](#)

838.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-08-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[catgirl's solution](#)

839.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[catgirl's solution](#)

840.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[catgirl's solution](#)

841.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[catgirl's solution](#)

842.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[catgirl's solution](#)

843.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[catgirl's solution](#)

844.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[catgirl's solution](#)

845.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms,

implementation, math, strings

[catgirl's solution](#)

846.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-08-03 · last AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: dp, implementation

[catgirl's solution](#)

847.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[catgirl's solution](#)

848.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

[catgirl's solution](#)

849.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[catgirl's solution](#)

850.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

851.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[catgirl's solution](#)

852.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[catgirl's solution](#)

853.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[catgirl's solution](#)

854.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[catgirl's solution](#)

855.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[catgirl's solution](#)

856.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

857.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

858.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[catgirl's solution](#)

859.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[catgirl's solution](#)

860.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[catgirl's solution](#)

861.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers

[catgirl's solution](#)

862.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[catgirl's solution](#)

863.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[catgirl's solution](#)

864.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[catgirl's solution](#)

865.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[catgirl's solution](#)

866.

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

[catgirl's solution](#)

867.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[catgirl's solution](#)

868.

2127D

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

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

[catgirl's solution](#)

869.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[catgirl's solution](#)

870.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[catgirl's solution](#)

871.

2093F

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872.

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873.

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874.

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875.

1328D

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876.

1249D2

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877.

1851F

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878.

1987D

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879.

220B

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880.

1548B

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881.

1848C

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882.

1556D

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883.

2071D1

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884.

2069D

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885.

1867D

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886.

1824B1

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887.

1805D

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888.

1843F1

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[catgirl's solution](#)

889.

1728D

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890.

1859D

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891.

1861D

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892.

1720D1

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893.

2043D

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894.

1705D

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895.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[catgirl's solution](#)

896.

2039C2

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[catgirl's solution](#)

897.

1775D

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898.

1809D

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899.

1833G

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900.

2032D

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

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901.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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902.

2008G

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Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

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903.

1981C

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904.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

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905.

2025D

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906.

2022C

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907.

1852B

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908.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2024-10-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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909.

1915G

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Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

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910.

2020D

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911.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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912.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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913.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[catgirl's solution](#)

914.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[catgirl's solution](#)

915.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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916.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
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917.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
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918.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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919.

1862F

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Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-08-28 · last AC: 2024-08-28 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, dp
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920.

1923D

[Slimes](#) · [Tutorial](#)

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921.

1922E

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Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
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922.

1845D

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Quality: 9,012 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[catgirl's solution](#)

923.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
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924.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers

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925.

1955F

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926.

1907F

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927.

1954D

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Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-08-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings

[catgirl's solution](#)

928.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math

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929.

1970E1

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Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: dp

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930.

1979D

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Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

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931.

1974E

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Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-08-09 · PyPy 3-64 (first AC) · Tags: dp

[catgirl's solution](#)

932.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-08-05 · PyPy 3-64 (first AC) · Tags: binary search, data structures

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933.

1990D

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934.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

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935.

1995C

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Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[catgirl's solution](#)

936.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[catgirl's solution](#)

937.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp

[catgirl's solution](#)

938.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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939.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[catgirl's solution](#)

940.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[catgirl's solution](#)

941.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[catgirl's solution](#)

942.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[catgirl's solution](#)

943.

2156D

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

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[catgirl's solution](#)

944.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[catgirl's solution](#)

945.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, greedy, two pointers

[catgirl's solution](#)

946.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[catgirl's solution](#)

947.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[catgirl's solution](#)

948.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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949.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[catgirl's solution](#)

950.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[catgirl's solution](#)

951.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[catgirl's solution](#)

952.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[catgirl's solution](#)

953.

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

[catgirl's solution](#)

954.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation,

math

[catgirl's solution](#)

955.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[catgirl's solution](#)

956.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[catgirl's solution](#)

957.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[catgirl's solution](#)

958.

2131F

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[catgirl's solution](#)

959.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[catgirl's solution](#)

960.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[catgirl's solution](#)

961.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[catgirl's solution](#)

962.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[catgirl's solution](#)

963.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[catgirl's solution](#)

964.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

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965.

2094H

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

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[catgirl's solution](#)

966.

2093G

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Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[catgirl's solution](#)

967.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[catgirl's solution](#)

968.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[catgirl's solution](#)

969.

2077B

[Finding OR Sum](#) · [Tutorial](#)

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

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970.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[catgirl's solution](#)

971.

45D

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Quality: 1,973 global accepts · Rating: 1900 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[catgirl's solution](#)

972.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[catgirl's solution](#)

973.

2059D

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Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs,

greedy, shortest paths

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974.

1794D

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Quality: 4,485 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[catgirl's solution](#)

975.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[catgirl's solution](#)

976.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[catgirl's solution](#)

977.

1784B

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Quality: 3,668 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

978.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[catgirl's solution](#)

979.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[catgirl's solution](#)

980.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[catgirl's solution](#)

981.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[catgirl's solution](#)

982.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[catgirl's solution](#)

983.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[catgirl's solution](#)

984.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[catgirl's solution](#)

985.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[catgirl's solution](#)

986.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[catgirl's solution](#)

987.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[catgirl's solution](#)

988.

1846G

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

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[catgirl's solution](#)

989.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[catgirl's solution](#)

990.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[catgirl's solution](#)

991.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[catgirl's solution](#)

992.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[catgirl's solution](#)

993.

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[catgirl's solution](#)

994.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[catgirl's solution](#)

995.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[catgirl's solution](#)

996.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation

[catgirl's solution](#)

997.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[catgirl's solution](#)

998.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[catgirl's solution](#)

999.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[catgirl's solution](#)

1000.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[catgirl's solution](#)

1001.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[catgirl's solution](#)

1002.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[catgirl's solution](#)

1003.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

1004.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[catgirl's solution](#)

1005.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[catgirl's solution](#)

1006.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[catgirl's solution](#)

1007.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[catgirl's solution](#)

1008.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[catgirl's solution](#)

1009.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[catgirl's solution](#)

1010.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[catgirl's solution](#)

1011.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[catgirl's solution](#)

1012.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[catgirl's solution](#)

1013.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[catgirl's solution](#)

1014.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1015.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[catgirl's solution](#)

1016.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[catgirl's solution](#)

1017.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-10-06 · last AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[catgirl's solution](#)

1018.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1019.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[catgirl's solution](#)

1020.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[catgirl's solution](#)

1021.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-10-09 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[catgirl's solution](#)

1022.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · last AC: 2024-10-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[catgirl's solution](#)

1023.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[catgirl's solution](#)

1024.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: binary search, graphs, shortest paths

[catgirl's solution](#)

1025.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-10-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[catgirl's solution](#)

1026.

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[catgirl's solution](#)

1027.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[catgirl's solution](#)

1028.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[catgirl's solution](#)

1029.

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[catgirl's solution](#)

1030.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings

[catgirl's solution](#)

1031.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, implementation, math

[catgirl's solution](#)

1032.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, math
[catgirl's solution](#)

1033.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[catgirl's solution](#)

1034.

2001D

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

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

1035.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-08-19 · last AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: data structures, strings, trees
[catgirl's solution](#)

1036.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-08-19 · last AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[catgirl's solution](#)

1037.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[catgirl's solution](#)

1038.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: greedy, math
[catgirl's solution](#)

1039.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2024-08-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math
[catgirl's solution](#)

1040.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[catgirl's solution](#)

1041.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-08-17 · last AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math
[catgirl's solution](#)

1042.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings
[catgirl's solution](#)

1043.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-08-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[catgirl's solution](#)

1044.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math
[catgirl's solution](#)

1045.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-08-12 · last AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: data structures, sortings
[catgirl's solution](#)

1046.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[catgirl's solution](#)

1047.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: data structures, math, sortings
[catgirl's solution](#)

1048.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
[catgirl's solution](#)

1049.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[catgirl's solution](#)

1050.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[catgirl's solution](#)

1051.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers
[catgirl's solution](#)

1052.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[catgirl's solution](#)

1053.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[catgirl's solution](#)

1054.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[catgirl's solution](#)

1055.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
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1056.

2158D

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1057.

2165C

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Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
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1058.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
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1059.

1702G2

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Quality: 5,788 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
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1060.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
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1061.

2146D2

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Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · last AC: 2025-09-21 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
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1062.

1680E

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Quality: 4,347 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
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1063.

1796D

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers
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1064.

2140D

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Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
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1065.

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
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1066.

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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1067.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
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1068.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
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1069.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
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1070.

2129C2

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Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
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1071.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[catgirl's solution](#)

1072.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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1073.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-10-21 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

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1074.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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1075.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

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1076.

2103D

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Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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1077.

2096D

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Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

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1078.

2085D

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1079.

1610D

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1080.

2075D

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1081.

1030E

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1082.

2074F

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1083.

237E

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1084.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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1085.

1867E1

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

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1086.

2063D

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1087.

2061E

[Kevin and And](#) · [Tutorial](#)

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

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1088.

1733D2

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1089.

2055D

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1090.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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1091.

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1092.

1956D

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1093.

1900D

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1094.

1905D

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1804D

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1096.

2048E

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2045B

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1098.

1951D

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1099.

1646D

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1100.

1941G

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1101.

1763C

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1674G

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[catgirl's solution](#)**1103.**

2037G

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[catgirl's solution](#)**1104.**

797E

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2028D

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1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, trees

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1841D

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1943B

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1923E

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[catgirl's solution](#)**1110.**

1970E2

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1974G

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1112.

1984D

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1113.

1994E

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1114.

1987E

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1115.

2014F

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1116.

2020E

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1117.

1634D

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1118.

1481D

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1119.

938D

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1120.

1951E

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1121.

1992G

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1122.

1906J

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1123.

1906F

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1124.

2172K

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1125.

2163D1

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1126.

2161D

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1127.

2162F

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1128.

1832D1

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1129.

2159B

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1130.

2145E

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1131.

2152E

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1132.

1838D

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1133.

1392E

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1134.

1511E

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1135.

1372D

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1136.

1896E

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1137.

1108F

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1138.

1654D

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1139.

2149G

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1140.

2150C

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1141.

1479B2

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1142.

1914G1

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Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
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1143.

1333D

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1144.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
[catgirl's solution](#)

1145.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[catgirl's solution](#)

1146.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[catgirl's solution](#)

1147.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[catgirl's solution](#)

1148.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[catgirl's solution](#)

1149.

2127E

[Ancient Tree](#) · [Tutorial](#)

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

[catgirl's solution](#)

1150.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[catgirl's solution](#)

1151.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1152.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[catgirl's solution](#)

1153.

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

[catgirl's solution](#)

1154.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[catgirl's solution](#)

1155.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[catgirl's solution](#)

1156.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[catgirl's solution](#)

1157.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[catgirl's solution](#)

1158.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[catgirl's solution](#)

1159.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[catgirl's solution](#)

1160.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[catgirl's solution](#)

1161.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
[catgirl's solution](#)

1162.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[catgirl's solution](#)

1163.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory
[catgirl's solution](#)

1164.

1869D2

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

Rating: 2100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[catgirl's solution](#)

1165.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
[catgirl's solution](#)

1166.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[catgirl's solution](#)

1167.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[catgirl's solution](#)

1168.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[catgirl's solution](#)

1169.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[catgirl's solution](#)

1170.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive

[catgirl's solution](#)

1171.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[catgirl's solution](#)

1172.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[catgirl's solution](#)

1173.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[catgirl's solution](#)

1174.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, sortings

[catgirl's solution](#)

1175.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[catgirl's solution](#)

1176.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[catgirl's solution](#)

1177.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[catgirl's solution](#)

1178.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[catgirl's solution](#)

1179.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers

[catgirl's solution](#)

1180.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[catgirl's solution](#)

1181.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[catgirl's solution](#)

1182.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[catgirl's solution](#)

1183.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[catgirl's solution](#)

1184.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[catgirl's solution](#)

1185.

2031E

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

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

[catgirl's solution](#)

1186.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[catgirl's solution](#)

1187.

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[catgirl's solution](#)

1188.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, math, strings

[catgirl's solution](#)

1189.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[catgirl's solution](#)

1190.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-10-25 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[catgirl's solution](#)

1191.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[catgirl's solution](#)

1192.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1193.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[catgirl's solution](#)

1194.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: —

[catgirl's solution](#)

1195.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · last AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: brute force, games, math, number theory

[catgirl's solution](#)

1196.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[catgirl's solution](#)

1197.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[catgirl's solution](#)

1198.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-10-29 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[catgirl's solution](#)

1199.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

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1200.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[catgirl's solution](#)

1201.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[catgirl's solution](#)

1202.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[catgirl's solution](#)

1203.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[catgirl's solution](#)

1204.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[catgirl's solution](#)

1205.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[catgirl's solution](#)

1206.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[catgirl's solution](#)

1207.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, trees

[catgirl's solution](#)

1208.

1227F1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[catgirl's solution](#)

1209.

1278E

[Tests for problem D · Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[catgirl's solution](#)

1210.

2065H

[Bro Thinks He's Him · Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[catgirl's solution](#)

1211.

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[catgirl's solution](#)

1212.

2137G

[Cry Me a River · Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[catgirl's solution](#)

1213.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[catgirl's solution](#)

1214.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[catgirl's solution](#)

1215.

2155E

[Mimo & Yuyu · Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[catgirl's solution](#)

1216.

2118D2

[Red Light, Green Light \(Hard version\) · Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[catgirl's solution](#)

1217.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[catgirl's solution](#)

1218.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[catgirl's solution](#)

1219.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[catgirl's solution](#)

1220.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[catgirl's solution](#)

1221.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp

[catgirl's solution](#)

1222.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[catgirl's solution](#)

1223.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[catgirl's solution](#)

1224.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[catgirl's solution](#)

1225.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[catgirl's solution](#)

1226.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1227.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[catgirl's solution](#)

1228.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[catgirl's solution](#)

1229.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[catgirl's solution](#)

1230.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[catgirl's solution](#)

1231.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[catgirl's solution](#)

1232.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[catgirl's solution](#)

1233.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[catgirl's solution](#)

1234.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[catgirl's solution](#)

1235.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[catgirl's solution](#)

1236.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[catgirl's solution](#)

1237.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graph matchings, math

[catgirl's solution](#)

1238.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp

[catgirl's solution](#)

1239.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[catgirl's solution](#)

1240.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[catgirl's solution](#)

1241.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[catgirl's solution](#)

1242.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[catgirl's solution](#)

1243.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[catgirl's solution](#)

1244.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[catgirl's solution](#)

1245.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[catgirl's solution](#)

1246.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[catgirl's solution](#)

1247.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

1248.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

1249.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[catgirl's solution](#)

1250.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[catgirl's solution](#)

1251.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[catgirl's solution](#)

1252.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[catgirl's solution](#)

1253.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[catgirl's solution](#)

1254.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[catgirl's solution](#)

1255.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, ternary search

[catgirl's solution](#)

1256.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2025-03-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[catgirl's solution](#)

1257.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[catgirl's solution](#)

1258.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[catgirl's solution](#)

1259.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[catgirl's solution](#)

1260.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[catgirl's solution](#)

1261.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[catgirl's solution](#)

1262.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, interactive

[catgirl's solution](#)

1263.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[catgirl's solution](#)

1264.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[catgirl's solution](#)

1265.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[catgirl's solution](#)

1266.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[catgirl's solution](#)

1267.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[catgirl's solution](#)

1268.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[catgirl's solution](#)

1269.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[catgirl's solution](#)

1270.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[catgirl's solution](#)

1271.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp
[catgirl's solution](#)

1272.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[catgirl's solution](#)

1273.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[catgirl's solution](#)

1274.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-10-21 · last AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices
[catgirl's solution](#)

1275.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[catgirl's solution](#)

1276.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, math

[catgirl's solution](#)

1277.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[catgirl's solution](#)

1278.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[catgirl's solution](#)

1279.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[catgirl's solution](#)

1280.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[catgirl's solution](#)

1281.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[catgirl's solution](#)

1282.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[catgirl's solution](#)

1283.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[catgirl's solution](#)

1284.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1285.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[catgirl's solution](#)

1286.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, graphs, greedy, implementation,

shortest paths

[catgirl's solution](#)

1287.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[catgirl's solution](#)

1288.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[catgirl's solution](#)

1289.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[catgirl's solution](#)

1290.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[catgirl's solution](#)

1291.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1292.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[catgirl's solution](#)

1293.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[catgirl's solution](#)

1294.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[catgirl's solution](#)

1295.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[catgirl's solution](#)

1296.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[catgirl's solution](#)

1297.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[catgirl's solution](#)

1298.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[catgirl's solution](#)

1299.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory

[catgirl's solution](#)

1300.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[catgirl's solution](#)

1301.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[catgirl's solution](#)

1302.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[catgirl's solution](#)

1303.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[catgirl's solution](#)

1304.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[catgirl's solution](#)

1305.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[catgirl's solution](#)

1306.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices
[catgirl's solution](#)

1307.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[catgirl's solution](#)

1308.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[catgirl's solution](#)

1309.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[catgirl's solution](#)

1310.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[catgirl's solution](#)

1311.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[catgirl's solution](#)

1312.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[catgirl's solution](#)

1313.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings
[catgirl's solution](#)

1314.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities
[catgirl's solution](#)

1315.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing
[catgirl's solution](#)

1316.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[catgirl's solution](#)

1317.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[catgirl's solution](#)

1318.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[catgirl's solution](#)

1319.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[catgirl's solution](#)

1320.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[catgirl's solution](#)

1321.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[catgirl's solution](#)

1322.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[catgirl's solution](#)

1323.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[catgirl's solution](#)

1324.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[catgirl's solution](#)

1325.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math

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1326.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

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1327.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[catgirl's solution](#)

1328.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[catgirl's solution](#)

1329.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

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1330.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[catgirl's solution](#)

1331.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

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1332.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[catgirl's solution](#)

1333.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[catgirl's solution](#)

1334.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[catgirl's solution](#)

1335.

2124F1

[Appending Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[catgirl's solution](#)

1336.

1943C

[Tree Compass · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[catgirl's solution](#)

1337.

2120E

[Lanes of Cars · Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
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1338.

1167F

[Scalar Queries · Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math, sortings
[catgirl's solution](#)

1339.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[catgirl's solution](#)

1340.

1607F

[Robot on the Board 2 · Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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1341.

949D

[Curfew · Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings
[catgirl's solution](#)

1342.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, trees
[catgirl's solution](#)

1343.

1380E

[Merging Towers · Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation, trees
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1344.

1977D

[XORificator · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-05-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, hashing

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1345.

1385G

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Quality: 1,818 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[catgirl's solution](#)

1346.

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities

[catgirl's solution](#)

1347.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[catgirl's solution](#)

1348.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math

[catgirl's solution](#)

1349.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[catgirl's solution](#)

1350.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

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1351.

938E

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Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[catgirl's solution](#)

1352.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[catgirl's solution](#)

1353.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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1354.

600E

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Quality: 18,404 global accepts · Rating: 2300 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[catgirl's solution](#)

1355.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, sortings

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1356.

1132D

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1357.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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1358.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[catgirl's solution](#)

1359.

1200F

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1360.

1385F

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Quality: 2,821 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

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1361.

1245F

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Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

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1362.

1748E

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Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[catgirl's solution](#)

1363.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

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1364.

1450C2

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Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[catgirl's solution](#)

1365.

2097B

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Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
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1366.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
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1367.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
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1368.

2091G

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Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
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1369.

1379D

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[catgirl's solution](#)

1370.

1983E

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Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
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1371.

1304F1

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Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
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1372.

1285E

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1373.

1553F

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1374.

1798E

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1375.

2089B2

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1376.

727E

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1377.

1861E

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1378.

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[catgirl's solution](#)

1379.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
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1380.

1768E

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
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1381.

1728E

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Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory
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1382.

1895E

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Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
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1383.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math,

shortest paths

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1384.

936C

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1385.

2077C

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1386.

1528C

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1387.

1601C

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Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-03-01 · last AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

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1388.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

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1389.

594A

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Quality: 1,874 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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1390.

1495C

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1391.

1603C

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1392.

1870E

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1393.

1799E

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Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
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1394.

1942E

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1395.

856B

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1396.

2002E

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Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp
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1397.

1404C

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Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
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1398.

1874C

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Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities
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1399.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
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1400.

1932G

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Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths
[catgirl's solution](#)

1401.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers
[catgirl's solution](#)

1402.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[catgirl's solution](#)

1403.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[catgirl's solution](#)

1404.

1917D

[Yet Another Inversions Problem · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[catgirl's solution](#)

1405.

1928E

[Modular Sequence · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[catgirl's solution](#)

1406.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

1407.

2043E

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Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[catgirl's solution](#)

1408.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[catgirl's solution](#)

1409.

1995D

[Cases · Tutorial](#)

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[catgirl's solution](#)

1410.

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[catgirl's solution](#)

1411.

1342E

[Placing Rooks · Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[catgirl's solution](#)

1412.

1970B3

[Exact Neighbours \(Hard\) · Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1413.

2007F

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

Rating: 2300 · first AC: 2024-10-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, number theory, two pointers

[catgirl's solution](#)

1414.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[catgirl's solution](#)

1415.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[catgirl's solution](#)

1416.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-04-23 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[catgirl's solution](#)

1417.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[catgirl's solution](#)

1418.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[catgirl's solution](#)

1419.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[catgirl's solution](#)

1420.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[catgirl's solution](#)

1421.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[catgirl's solution](#)

1422.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[catgirl's solution](#)

1423.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[catgirl's solution](#)

1424.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[catgirl's solution](#)

1425.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[catgirl's solution](#)

1426.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[catgirl's solution](#)

1427.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[catgirl's solution](#)

1428.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[catgirl's solution](#)

1429.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[catgirl's solution](#)

1430.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[catgirl's solution](#)

1431.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[catgirl's solution](#)

1432.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[catgirl's solution](#)

1433.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[catgirl's solution](#)

1434.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[catgirl's solution](#)

1435.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[catgirl's solution](#)

1436.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
[catgirl's solution](#)

1437.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[catgirl's solution](#)

1438.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[catgirl's solution](#)

1439.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[catgirl's solution](#)

1440.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[catgirl's solution](#)

1441.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, probabilities
[catgirl's solution](#)

1442.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft
[catgirl's solution](#)

1443.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[catgirl's solution](#)

1444.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[catgirl's solution](#)

1445.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[catgirl's solution](#)

1446.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, number theory
[catgirl's solution](#)

1447.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[catgirl's solution](#)

1448.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[catgirl's solution](#)

1449.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[catgirl's solution](#)

1450.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[catgirl's solution](#)

1451.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers
[catgirl's solution](#)

1452.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
[catgirl's solution](#)

1453.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[catgirl's solution](#)

1454.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[catgirl's solution](#)

1455.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, hashing, strings
[catgirl's solution](#)

1456.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities
[catgirl's solution](#)

1457.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory
[catgirl's solution](#)

1458.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[catgirl's solution](#)

1459.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[catgirl's solution](#)

1460.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, trees
[catgirl's solution](#)

1461.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[catgirl's solution](#)

1462.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[catgirl's solution](#)

1463.

2122D

[Traffic Lights · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[catgirl's solution](#)

1464.

1333E

[Road to 1600 · Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[catgirl's solution](#)

1465.

2049E

[Broken Queries · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[catgirl's solution](#)

1466.

1930E

[2..3...4.... Wonderful! Wonderful! · Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1467.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[catgirl's solution](#)

1468.

959F

[Mahmoud and Ehab and yet another xor task · Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices

[catgirl's solution](#)

1469.

990G

[GCD Counting · Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[catgirl's solution](#)

1470.

1401E

[Divide Square · Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2025-06-02 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, sortings

[catgirl's solution](#)

1471.

1194F

[Crossword Expert · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[catgirl's solution](#)

1472.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[catgirl's solution](#)

1473.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[catgirl's solution](#)

1474.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[catgirl's solution](#)

1475.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[catgirl's solution](#)

1476.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[catgirl's solution](#)

1477.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory

[catgirl's solution](#)

1478.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, geometry, number theory

[catgirl's solution](#)

1479.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[catgirl's solution](#)

1480.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[catgirl's solution](#)

1481.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[catgirl's solution](#)

1482.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-04-22 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[catgirl's solution](#)

1483.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[catgirl's solution](#)

1484.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[catgirl's solution](#)

1485.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[catgirl's solution](#)

1486.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[catgirl's solution](#)

1487.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[catgirl's solution](#)

1488.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[catgirl's solution](#)

1489.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[catgirl's solution](#)

1490.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[catgirl's solution](#)

1491.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[catgirl's solution](#)

1492.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[catgirl's solution](#)

1493.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[catgirl's solution](#)

1494.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[catgirl's solution](#)

1495.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[catgirl's solution](#)

1496.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[catgirl's solution](#)

1497.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[catgirl's solution](#)

1498.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[catgirl's solution](#)

1499.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[catgirl's solution](#)

1500.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[catgirl's solution](#)

1501.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[catgirl's solution](#)**1502.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[catgirl's solution](#)**1503.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-04-01 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[catgirl's solution](#)**1504.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[catgirl's solution](#)**1505.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[catgirl's solution](#)**1506.**

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[catgirl's solution](#)**1507.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[catgirl's solution](#)**1508.**

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[catgirl's solution](#)**1509.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[catgirl's solution](#)**1510.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[catgirl's solution](#)

1511.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[catgirl's solution](#)

1512.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[catgirl's solution](#)

1513.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[catgirl's solution](#)

1514.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[catgirl's solution](#)

1515.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[catgirl's solution](#)

1516.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[catgirl's solution](#)

1517.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[catgirl's solution](#)

1518.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[catgirl's solution](#)

1519.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[catgirl's solution](#)

1520.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[catgirl's solution](#)

1521.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[catgirl's solution](#)

1522.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[catgirl's solution](#)

1523.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[catgirl's solution](#)

1524.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

1525.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[catgirl's solution](#)

1526.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[catgirl's solution](#)

1527.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[catgirl's solution](#)

1528.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[catgirl's solution](#)

1529.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[catgirl's solution](#)

1530.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[catgirl's solution](#)

1531.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[catgirl's solution](#)

1532.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[catgirl's solution](#)

1533.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[catgirl's solution](#)

1534.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[catgirl's solution](#)

1535.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[catgirl's solution](#)

1536.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[catgirl's solution](#)

1537.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-10-23 · last AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, trees

[catgirl's solution](#)

1538.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[catgirl's solution](#)

1539.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
[catgirl's solution](#)

1540.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, trees
[catgirl's solution](#)

1541.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[catgirl's solution](#)

1542.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[catgirl's solution](#)

1543.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[catgirl's solution](#)

1544.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings
[catgirl's solution](#)

1545.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[catgirl's solution](#)

1546.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[catgirl's solution](#)

1547.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[catgirl's solution](#)

1548.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[catgirl's solution](#)

1549.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, two pointers

[catgirl's solution](#)

1550.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[catgirl's solution](#)

1551.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[catgirl's solution](#)

1552.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[catgirl's solution](#)

1553.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[catgirl's solution](#)

1554.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[catgirl's solution](#)

1555.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[catgirl's solution](#)

1556.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[catgirl's solution](#)

1557.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[catgirl's solution](#)

1558.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[catgirl's solution](#)

1559.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[catgirl's solution](#)

1560.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[catgirl's solution](#)

1561.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[catgirl's solution](#)

1562.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[catgirl's solution](#)

1563.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[catgirl's solution](#)

1564.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[catgirl's solution](#)

1565.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[catgirl's solution](#)

1566.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, number theory

[catgirl's solution](#)

1567.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

1568.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[catgirl's solution](#)

1569.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[catgirl's solution](#)

1570.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[catgirl's solution](#)

1571.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[catgirl's solution](#)

1572.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[catgirl's solution](#)

1573.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[catgirl's solution](#)

1574.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[catgirl's solution](#)

1575.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[catgirl's solution](#)

1576.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[catgirl's solution](#)

1577.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[catgirl's solution](#)

1578.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[catgirl's solution](#)

1579.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[catgirl's solution](#)

1580.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[catgirl's solution](#)

1581.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[catgirl's solution](#)

1582.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[catgirl's solution](#)

1583.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[catgirl's solution](#)

1584.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, graphs, math

[catgirl's solution](#)

1585.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[catgirl's solution](#)

1586.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[catgirl's solution](#)

1587.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[catgirl's solution](#)

1588.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, geometry, math, sortings, two pointers

[catgirl's solution](#)

1589.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[catgirl's solution](#)

1590.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[catgirl's solution](#)

1591.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[catgirl's solution](#)

1592.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[catgirl's solution](#)

1593.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[catgirl's solution](#)

1594.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[catgirl's solution](#)

1595.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[catgirl's solution](#)

1596.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[catgirl's solution](#)

1597.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[catgirl's solution](#)

1598.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy

[catgirl's solution](#)

1599.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[catgirl's solution](#)

1600.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[catgirl's solution](#)

1601.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[catgirl's solution](#)

1602.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[catgirl's solution](#)

1603.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[catgirl's solution](#)

1604.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation

[catgirl's solution](#)

1605.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings

[catgirl's solution](#)

1606.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[catgirl's solution](#)

1607.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[catgirl's solution](#)

1608.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[catgirl's solution](#)

1609.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, two pointers

[catgirl's solution](#)

1610.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[catgirl's solution](#)

1611.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[catgirl's solution](#)

1612.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[catgirl's solution](#)

1613.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1614.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[catgirl's solution](#)

1615.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[catgirl's solution](#)

1616.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[catgirl's solution](#)

1617.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[catgirl's solution](#)

1618.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[catgirl's solution](#)

1619.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1620.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[catgirl's solution](#)

1621.

2022E1

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

Quality: 759 global accepts · Rating: 2500 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[catgirl's solution](#)

1622.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[catgirl's solution](#)

1623.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[catgirl's solution](#)

1624.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[catgirl's solution](#)

1625.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[catgirl's solution](#)

1626.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[catgirl's solution](#)

1627.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[catgirl's solution](#)

1628.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[catgirl's solution](#)

1629.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[catgirl's solution](#)

1630.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[catgirl's solution](#)

1631.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[catgirl's solution](#)

1632.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[catgirl's solution](#)

1633.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[catgirl's solution](#)

1634.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

1635.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[catgirl's solution](#)

1636.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[catgirl's solution](#)

1637.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[catgirl's solution](#)

1638.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu

[catgirl's solution](#)

1639.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[catgirl's solution](#)

1640.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[catgirl's solution](#)

1641.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[catgirl's solution](#)

1642.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[catgirl's solution](#)

1643.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[catgirl's solution](#)

1644.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[catgirl's solution](#)

1645.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, sortings

[catgirl's solution](#)

1646.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[catgirl's solution](#)

1647.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[catgirl's solution](#)

1648.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[catgirl's solution](#)

1649.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[catgirl's solution](#)

1650.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[catgirl's solution](#)

1651.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[catgirl's solution](#)

1652.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[catgirl's solution](#)

1653.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[catgirl's solution](#)

1654.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[catgirl's solution](#)

1655.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[catgirl's solution](#)

1656.

2002F1

[Court Blue \(Easy Version\) · Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[catgirl's solution](#)

1657.

1982F

[Sorting Problem Again · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[catgirl's solution](#)

1658.

1389F

[Bicolored Segments · Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graph matchings, sortings

[catgirl's solution](#)

1659.

1398G

[Running Competition · Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2025-10-03 · last AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[catgirl's solution](#)

1660.

818G

[Four Melodies · Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[catgirl's solution](#)

1661.

724G

[Xor-matic Number of the Graph · Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[catgirl's solution](#)

1662.

1031E

[Triple Flips · Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1663.

1793F

[Rebreeding · Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[catgirl's solution](#)

1664.

2131H

[Sea, You & coprime · Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[catgirl's solution](#)

1665.

1439C

[Greedy Shopping · Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[catgirl's solution](#)

1666.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1667.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math

[catgirl's solution](#)

1668.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[catgirl's solution](#)

1669.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[catgirl's solution](#)

1670.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[catgirl's solution](#)

1671.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1672.

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

[catgirl's solution](#)

1673.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[catgirl's solution](#)

1674.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[catgirl's solution](#)

1675.

1209F

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Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

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1676.

1656F

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Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

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1677.

1994G

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Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

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1678.

1523E

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Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

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1679.

1416D

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Quality: 2,712 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

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1680.

1898F

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Quality: 942 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

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1681.

1430G

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Quality: 869 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

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1682.

1700E

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Quality: 955 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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1683.

2138D

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Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

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1684.

1889C2

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Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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1685.

1680F

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Quality: 901 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

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1686.

1257G

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Quality: 736 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[catgirl's solution](#)

1687.

1178F2

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Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[catgirl's solution](#)

1688.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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1689.

1530F

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Quality: 992 global accepts · Rating: 2600 · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[catgirl's solution](#)

1690.

1657F

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Quality: 755 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[catgirl's solution](#)

1691.

1977E

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Quality: 934 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[catgirl's solution](#)

1692.

1406E

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Quality: 1,879 global accepts · Rating: 2600 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

[catgirl's solution](#)

1693.

2120F

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Quality: 476 global accepts · Rating: 2600 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[catgirl's solution](#)

1694.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

[catgirl's solution](#)

1695.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers
[catgirl's solution](#)

1696.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search
[catgirl's solution](#)

1697.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers
[catgirl's solution](#)

1698.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers
[catgirl's solution](#)

1699.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[catgirl's solution](#)

1700.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy
[catgirl's solution](#)

1701.

2003E1

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

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
[catgirl's solution](#)

1702.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings
[catgirl's solution](#)

1703.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[catgirl's solution](#)

1704.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math,

probabilities, trees

[catgirl's solution](#)

1705.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[catgirl's solution](#)

1706.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[catgirl's solution](#)

1707.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[catgirl's solution](#)

1708.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[catgirl's solution](#)

1709.

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[catgirl's solution](#)

1710.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[catgirl's solution](#)

1711.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

1712.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[catgirl's solution](#)

1713.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

1714.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[catgirl's solution](#)

1715.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[catgirl's solution](#)

1716.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[catgirl's solution](#)

1717.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[catgirl's solution](#)

1718.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[catgirl's solution](#)

1719.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[catgirl's solution](#)

1720.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[catgirl's solution](#)

1721.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[catgirl's solution](#)

1722.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[catgirl's solution](#)

1723.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-08-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

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1724.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
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1725.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft
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1726.

1681E

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Quality: 939 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, shortest paths
[catgirl's solution](#)

1727.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
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1728.

2022E2

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

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[catgirl's solution](#)

1729.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
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1730.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[catgirl's solution](#)

1731.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[catgirl's solution](#)

1732.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[catgirl's solution](#)

1733.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[catgirl's solution](#)

1734.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[catgirl's solution](#)

1735.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[catgirl's solution](#)

1736.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[catgirl's solution](#)

1737.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[catgirl's solution](#)

1738.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[catgirl's solution](#)

1739.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[catgirl's solution](#)

1740.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[catgirl's solution](#)

1741.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[catgirl's solution](#)

1742.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[catgirl's solution](#)

1743.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[catgirl's solution](#)

1744.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[catgirl's solution](#)

1745.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[catgirl's solution](#)

1746.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[catgirl's solution](#)

1747.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[catgirl's solution](#)

1748.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[catgirl's solution](#)

1749.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[catgirl's solution](#)

1750.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, sortings

[catgirl's solution](#)

1751.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[catgirl's solution](#)

1752.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[catgirl's solution](#)

1753.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[catgirl's solution](#)

1754.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat

[catgirl's solution](#)

1755.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[catgirl's solution](#)

1756.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[catgirl's solution](#)

1757.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[catgirl's solution](#)

1758.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[catgirl's solution](#)

1759.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[catgirl's solution](#)

1760.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[catgirl's solution](#)

1761.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[catgirl's solution](#)

1762.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[catgirl's solution](#)

1763.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, brute force, data structures, implementation

[catgirl's solution](#)

1764.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[catgirl's solution](#)

1765.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[catgirl's solution](#)

1766.

1473F

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Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

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1767.

903G

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Quality: 687 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs

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1768.

2150D

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Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1769.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[catgirl's solution](#)

1770.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[catgirl's solution](#)

1771.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[catgirl's solution](#)

1772.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[catgirl's solution](#)

1773.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

shortest paths, trees

[catgirl's solution](#)

1774.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[catgirl's solution](#)

1775.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[catgirl's solution](#)

1776.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[catgirl's solution](#)

1777.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[catgirl's solution](#)

1778.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[catgirl's solution](#)

1779.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[catgirl's solution](#)

1780.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[catgirl's solution](#)

1781.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[catgirl's solution](#)

1782.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[catgirl's solution](#)

1783.

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[catgirl's solution](#)

1784.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[catgirl's solution](#)

1785.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry, graphs

[catgirl's solution](#)

1786.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[catgirl's solution](#)

1787.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[catgirl's solution](#)

1788.

2003E2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[catgirl's solution](#)

1789.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[catgirl's solution](#)

1790.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[catgirl's solution](#)

1791.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[catgirl's solution](#)

1792.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[catgirl's solution](#)

1793.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1794.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[catgirl's solution](#)

1795.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[catgirl's solution](#)

1796.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[catgirl's solution](#)

1797.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[catgirl's solution](#)

1798.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[catgirl's solution](#)

1799.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings

[catgirl's solution](#)

1800.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[catgirl's solution](#)

1801.

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[catgirl's solution](#)

1802.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, interactive
[catgirl's solution](#)

1803.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[catgirl's solution](#)

1804.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[catgirl's solution](#)

1805.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[catgirl's solution](#)

1806.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[catgirl's solution](#)

1807.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[catgirl's solution](#)

1808.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities

[catgirl's solution](#)

1809.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[catgirl's solution](#)

1810.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, probabilities

[catgirl's solution](#)

1811.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[catgirl's solution](#)

1812.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar,

dsu, graphs, meet-in-the-middle, trees

[catgirl's solution](#)

1813.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, sortings

[catgirl's solution](#)

1814.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[catgirl's solution](#)

1815.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[catgirl's solution](#)

1816.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[catgirl's solution](#)

1817.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[catgirl's solution](#)

1818.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-12-12 · last AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory

[catgirl's solution](#)

1819.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[catgirl's solution](#)

1820.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[catgirl's solution](#)

1821.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[catgirl's solution](#)

1822.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[catgirl's solution](#)

1823.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers

[catgirl's solution](#)

1824.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1825.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[catgirl's solution](#)

1826.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[catgirl's solution](#)

1827.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[catgirl's solution](#)

1828.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[catgirl's solution](#)

1829.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[catgirl's solution](#)

1830.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[catgirl's solution](#)

1831.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[catgirl's solution](#)

1832.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, math, probabilities

[catgirl's solution](#)**1833.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, shortest paths

[catgirl's solution](#)**1834.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[catgirl's solution](#)**1835.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[catgirl's solution](#)**1836.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[catgirl's solution](#)**1837.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[catgirl's solution](#)**1838.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[catgirl's solution](#)**1839.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[catgirl's solution](#)**1840.**

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

[catgirl's solution](#)**1841.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[catgirl's solution](#)

1842.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[catgirl's solution](#)

1843.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[catgirl's solution](#)

1844.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[catgirl's solution](#)

1845.

1993F2

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[catgirl's solution](#)

1846.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[catgirl's solution](#)

1847.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[catgirl's solution](#)

1848.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[catgirl's solution](#)

1849.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[catgirl's solution](#)

1850.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[catgirl's solution](#)

1851.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[catgirl's solution](#)

1852.

1083C

[Max Mex - Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[catgirl's solution](#)

1853.

2018F1

[Speedbreaker Counting \(Easy Version\) - Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[catgirl's solution](#)

1854.

1172D

[Nauuo and Portals - Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1855.

1965D

[Missing Subarray Sum - Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)

1856.

1847E

[Triangle Platinum? - Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[catgirl's solution](#)

1857.

1928F

[Digital Patterns - Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math

[catgirl's solution](#)

1858.

2153F

[Odd Queries on Odd Array - Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[catgirl's solution](#)

1859.

2152G

[Query Jungle - Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[catgirl's solution](#)

1860.

1835D

[Doctor's Brown Hypothesis - Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[catgirl's solution](#)

1861.

2181E

[Elevator Against Humanity - Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[catgirl's solution](#)

1862.

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[catgirl's solution](#)

1863.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[catgirl's solution](#)

1864.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[catgirl's solution](#)

1865.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[catgirl's solution](#)

1866.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[catgirl's solution](#)

1867.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[catgirl's solution](#)

1868.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: interactive

[catgirl's solution](#)

1869.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[catgirl's solution](#)

1870.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[catgirl's solution](#)

1871.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[catgirl's solution](#)

1872.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[catgirl's solution](#)

1873.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[catgirl's solution](#)

1874.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[catgirl's solution](#)

1875.

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[catgirl's solution](#)

1876.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[catgirl's solution](#)

1877.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1878.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[catgirl's solution](#)

1879.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[catgirl's solution](#)

1880.

2047F

[For the Emperor!](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[catgirl's solution](#)

1881.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[catgirl's solution](#)

1882.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[catgirl's solution](#)

1883.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive
[catgirl's solution](#)

1884.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math
[catgirl's solution](#)

1885.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, math
[catgirl's solution](#)

1886.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,113 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[catgirl's solution](#)

1887.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1888.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1889.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1890.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1891.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1892.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1893.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: —

[catgirl's solution](#)

1894.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: —

[catgirl's solution](#)

1895.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1896.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1897.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1898.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1899.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1900.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1901.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1902.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1903.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1904.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1905.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1906.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[catgirl's solution](#)

1907.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1908.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1909.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1910.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1911.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1912.

106178B

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

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1913.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1914.

106178F

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

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1915.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1916.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1917.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: —

[catgirl's solution](#)

1918.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1919.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1920.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1921.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1922.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1923.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1924.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1925.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

1926.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: —

[catgirl's solution](#)

1927.

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1928.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1929.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1930.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1931.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1932.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1933.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1934.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1935.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1936.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1937.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1938.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1939.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1940.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1941.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1942.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1943.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1944.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1945.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1946.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1947.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1948.

104874K

[King's Children](#) · [Tutorial](#)

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

[catgirl's solution](#)

1949.

104874B

[Bad Treap](#) · [Tutorial](#)

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

[catgirl's solution](#)

1950.

104874E

[Equidistant](#) · [Tutorial](#)

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

[catgirl's solution](#)

1951.

104874H

[High Load Database](#) · [Tutorial](#)

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

[catgirl's solution](#)

1952.

104874J

[Just the Last Digit](#) · [Tutorial](#)

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

[catgirl's solution](#)

1953.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

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

[catgirl's solution](#)

1954.

104874M

[Managing Difficulties](#) · [Tutorial](#)

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

[catgirl's solution](#)

1955.

104874A

[Accurate Movement](#) · [Tutorial](#)

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

[catgirl's solution](#)

1956.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[catgirl's solution](#)

1957.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics,

communication, constructive algorithms, greedy, interactive

[catgirl's solution](#)

1958.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[catgirl's solution](#)

1959.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[catgirl's solution](#)

1960.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1961.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1962.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1963.

101174K

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

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1964.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1965.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1966.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1967.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

1968.

102392F

[Game on a Tree](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1969.**

102392G

[Projection](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1970.**

102392E

[Life Transfer](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1971.**

102392D

[Cycle String?](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1972.**

102392B

[Level Up](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1973.**

102392J

[Graph and Cycles](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1974.**

102392I

[Absolute Game](#) · [Tutorial](#)Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1975.**

104012D

[Dice Grid](#) · [Tutorial](#)Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1976.**

104012I

[IQ Game](#) · [Tutorial](#)Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1977.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)**1978.**

104012F

[Focusing on Costs](#) · [Tutorial](#)Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1979.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1980.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1981.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1982.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1983.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1984.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1985.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1986.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1987.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1988.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1989.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1990.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1991.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1992.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1993.

104772D

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1994.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1995.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1996.

105437G

[Stores](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1997.

105437H

[Maximum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1998.

105437F

[New Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

1999.

105437D

[Equal Halves](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2000.

105437A

[Cutting into Parts](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2001.

105437E

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2002.

105437C

[Repainting Balls](#) · Tutorial

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2003.

105437B

[Two Screens](#) · Tutorial

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2004.

105537H

[Hanoi Towers Reloaded](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2005.

105537G

[Game of Annihilation](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2006.

105537D

[Defective Script](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2007.

105537L

[Longest Common Substring](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2008.

105537I

[If I Could Turn Back Time](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2009.

105537K

[Keyboard Chaos](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2010.

105537J

[Just Half is Enough](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2011.

105537A

[Another Brick in the Wall](#) · Tutorial

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2012.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2013.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2014.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2015.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2016.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2017.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2018.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2019.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2020.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: —
[catgirl's solution](#)

2021.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2022.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2023.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2024.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2025.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2026.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2027.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2028.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2029.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2030.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2031.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · PyPy 3-64 (first AC) · Tags: —
[catgirl's solution](#)

2032.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures
[catgirl's solution](#)

2033.

105846D

[123 Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2034.

105846C

[Kaosar Loves Binomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2035.

105846B

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2036.

105846A

[Submission is All You Need II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[catgirl's solution](#)

2037.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2025-03-30 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[catgirl's solution](#)

2038.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: *special, number theory
[catgirl's solution](#)

2039.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math
[catgirl's solution](#)

2040.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory
[catgirl's solution](#)

2041.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings
[catgirl's solution](#)

2042.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: *special, implementation
[catgirl's solution](#)

2043.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[catgirl's solution](#)

2044.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[catgirl's solution](#)

2045.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[catgirl's solution](#)

2046.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2047.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2048.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2049.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2050.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2051.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2052.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2053.

104875I

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

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[catgirl's solution](#)

2054.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, sortings

[catgirl's solution](#)

2055.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[catgirl's solution](#)

2056.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[catgirl's solution](#)

2057.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[catgirl's solution](#)

2058.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[catgirl's solution](#)