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Unique solved — cdd

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

Sort: Problem rating · easier first

Filters: none

Count: 1,086

1.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[cdd's solution](#)

2.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cdd's solution](#)

3.

2139A

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

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

4.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

5.

2125A

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

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[cdd's solution](#)

6.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,116 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

7.

2134A

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

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[cdd's solution](#)

8.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,542 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cdd's solution](#)

9.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[cdd's solution](#)

10.

2128A

[Recycling Center](#) · [Tutorial](#)

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

[cdd's solution](#)

11.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[cdd's solution](#)

12.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

13.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

14.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

15.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,864 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cdd's solution](#)

16.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,200 global accepts · Rating: 800 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[cdd's solution](#)

17.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[cdd's solution](#)

18.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[cdd's solution](#)

19.

2092A

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

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[cdd's solution](#)

20.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,753 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[cdd's solution](#)

21.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[cdd's solution](#)

22.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[cdd's solution](#)

23.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[cdd's solution](#)

24.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cdd's solution](#)

25.

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
[cdd's solution](#)

26.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[cdd's solution](#)

27.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[cdd's solution](#)

28.

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
[cdd's solution](#)

29.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cdd's solution](#)

30.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[cdd's solution](#)

31.

2038N

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

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[cdd's solution](#)

32.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[cdd's solution](#)

33.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[cdd's solution](#)

34.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[cdd's solution](#)

35.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,251 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[cdd's solution](#)

36.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cdd's solution](#)

37.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[cdd's solution](#)

38.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[cdd's solution](#)

39.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[cdd's solution](#)

40.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,231 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[cdd's solution](#)

41.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[cdd's solution](#)

42.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[cdd's solution](#)

43.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cdd's solution](#)

44.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cdd's solution](#)

45.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,364 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[cdd's solution](#)

46.

1981A

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

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

[cdd's solution](#)

47.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[cdd's solution](#)

48.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[cdd's solution](#)

49.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[cdd's solution](#)

50.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[cdd's solution](#)

51.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,338 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[cdd's solution](#)

52.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cdd's solution](#)

53.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

54.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,321 global accepts · Rating: 800 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[cdd's solution](#)

55.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

56.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,142 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[cdd's solution](#)

57.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[cdd's solution](#)

58.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[cdd's solution](#)

59.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[cdd's solution](#)

60.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

61.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,558 global accepts · Rating: 800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[cdd's solution](#)

62.

1946A

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

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cdd's solution](#)

63.

1914B

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

Quality: 33,224 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

64.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cdd's solution](#)

65.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cdd's solution](#)

66.

1944A

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

Quality: 28,735 global accepts · Rating: 800 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

[cdd's solution](#)

67.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,307 global accepts · Rating: 800 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[cdd's solution](#)

68.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cdd's solution](#)

69.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cdd's solution](#)

70.

1941A

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

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cdd's solution](#)

71.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cdd's solution](#)

72.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cdd's solution](#)

73.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cdd's solution](#)

74.

1931A

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

Quality: 39,960 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[cdd's solution](#)

75.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cdd's solution](#)

76.

1935A

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

Quality: 30,323 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[cdd's solution](#)

77.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cdd's solution](#)

78.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cdd's solution](#)

79.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,891 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cdd's solution](#)

80.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cdd's solution](#)

81.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cdd's solution](#)

82.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

83.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, greedy, math, sortings

[cdd's solution](#)

84.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[cdd's solution](#)

85.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cdd's solution](#)

86.

1925A

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

Quality: 31,146 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cdd's solution](#)

87.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[cdd's solution](#)

88.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

89.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cdd's solution](#)

90.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-18 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cdd's solution](#)

91.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

92.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,075 global accepts · Rating: 800 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cdd's solution](#)

93.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cdd's solution](#)

94.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,287 global accepts · Rating: 800 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cdd's solution](#)

95.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cdd's solution](#)

96.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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97.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

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98.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-24 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

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99.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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100.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cdd's solution](#)

101.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cdd's solution](#)

102.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cdd's solution](#)

103.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cdd's solution](#)

104.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-12 · last AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[cdd's solution](#)

105.

1881A

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

Quality: 59,297 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[cdd's solution](#)

106.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

107.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,648 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cdd's solution](#)

108.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cdd's solution](#)

109.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,007 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[cdd's solution](#)

110.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,979 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cdd's solution](#)

111.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,389 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cdd's solution](#)

112.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cdd's solution](#)

113.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

114.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,455 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[cdd's solution](#)

115.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[cdd's solution](#)

116.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,051 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cdd's solution](#)

117.

1850C

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

Quality: 53,538 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cdd's solution](#)

118.

1850B

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

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[cdd's solution](#)

119.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,196 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[cdd's solution](#)

120.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cdd's solution](#)

121.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,945 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cdd's solution](#)

122.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cdd's solution](#)

123.

1620A

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

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[cdd's solution](#)

124.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cdd's solution](#)

125.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[cdd's solution](#)

126.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cdd's solution](#)

127.

2132B

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

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cdd's solution](#)

128.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[cdd's solution](#)

129.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[cdd's solution](#)

130.

2031B

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

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[cdd's solution](#)

131.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[cdd's solution](#)

132.

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

133.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cdd's solution](#)

134.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[cdd's solution](#)

135.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

136.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,403 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cdd's solution](#)

137.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[cdd's solution](#)

138.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games
[cdd's solution](#)

139.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[cdd's solution](#)

140.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[cdd's solution](#)

141.

1954A

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

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cdd's solution](#)

142.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cdd's solution](#)

143.

1941C

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

Quality: 39,194 global accepts · Rating: 900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[cdd's solution](#)

144.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[cdd's solution](#)

145.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[cdd's solution](#)

146.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,369 global accepts · Rating: 900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cdd's solution](#)

147.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cdd's solution](#)

148.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,668 global accepts · Rating: 900 · first AC: 2023-10-24 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: strings

[cdd's solution](#)

149.

1875A

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

Quality: 46,989 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cdd's solution](#)

150.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,636 global accepts · Rating: 900 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[cdd's solution](#)

151.

1879B

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

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

152.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[cdd's solution](#)

153.

2132C1

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

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

154.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

155.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cdd's solution](#)

156.

2037C

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

Quality: 25,529 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cdd's solution](#)

157.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cdd's solution](#)

158.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[cdd's solution](#)

159.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,105 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cdd's solution](#)

160.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

161.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[cdd's solution](#)

162.

1877B

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

Rating: 1000 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[cdd's solution](#)

163.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cdd's solution](#)

164.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cdd's solution](#)

165.

1955B

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

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[cdd's solution](#)

166.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[cdd's solution](#)

167.

1927C

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

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cdd's solution](#)

168.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[cdd's solution](#)

169.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,233 global accepts · Rating: 1000 · first AC: 2023-12-18 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[cdd's solution](#)

170.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cdd's solution](#)

171.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,156 global accepts · Rating: 1000 · first AC: 2023-10-24 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cdd's solution](#)

172.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[cdd's solution](#)

173.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cdd's solution](#)

174.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[cdd's solution](#)

175.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[cdd's solution](#)

176.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cdd's solution](#)

177.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

178.

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics,

math, number theory

[cdd's solution](#)

179.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cdd's solution](#)

180.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[cdd's solution](#)

181.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,617 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[cdd's solution](#)

182.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[cdd's solution](#)

183.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[cdd's solution](#)

184.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cdd's solution](#)

185.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[cdd's solution](#)

186.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cdd's solution](#)

187.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[cdd's solution](#)

188.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[cdd's solution](#)

189.

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

[cdd's solution](#)

190.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cdd's solution](#)

191.

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

[cdd's solution](#)

192.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[cdd's solution](#)

193.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cdd's solution](#)

194.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cdd's solution](#)

195.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[cdd's solution](#)

196.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[cdd's solution](#)

197.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[cdd's solution](#)

198.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[cdd's solution](#)

199.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[cdd's solution](#)

200.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[cdd's solution](#)

201.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cdd's solution](#)

202.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[cdd's solution](#)

203.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[cdd's solution](#)

204.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings
[cdd's solution](#)

205.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[cdd's solution](#)

206.

1917B

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

Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[cdd's solution](#)

207.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[cdd's solution](#)

208.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cdd's solution](#)

209.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,011 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[cdd's solution](#)

210.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cdd's solution](#)

211.

1873E

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

Quality: 43,454 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[cdd's solution](#)

212.

2136C

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

Rating: 1200 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[cdd's solution](#)

213.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[cdd's solution](#)

214.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cdd's solution](#)

215.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

216.

2091D

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

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[cdd's solution](#)

217.

2085B

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

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[cdd's solution](#)

218.

2056C

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

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

[cdd's solution](#)

219.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

greedy, implementation, strings

[cdd's solution](#)

220.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[cdd's solution](#)

221.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cdd's solution](#)

222.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cdd's solution](#)

223.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[cdd's solution](#)

224.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cdd's solution](#)

225.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[cdd's solution](#)

226.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[cdd's solution](#)

227.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[cdd's solution](#)

228.

1848B

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

Quality: 24,398 global accepts · Rating: 1200 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cdd's solution](#)

229.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cdd's solution](#)

230.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cdd's solution](#)

231.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[cdd's solution](#)

232.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cdd's solution](#)

233.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 1200 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[cdd's solution](#)

234.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[cdd's solution](#)

235.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cdd's solution](#)

236.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[cdd's solution](#)

237.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[cdd's solution](#)

238.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[cdd's solution](#)

239.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[cdd's solution](#)

240.

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cdd's solution](#)

241.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-12 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[cdd's solution](#)

242.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cdd's solution](#)

243.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[cdd's solution](#)

244.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[cdd's solution](#)

245.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cdd's solution](#)

246.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cdd's solution](#)

247.

2130C

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

Rating: 1300 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[cdd's solution](#)

248.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[cdd's solution](#)

249.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[cdd's solution](#)

250.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

251.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[cdd's solution](#)

252.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[cdd's solution](#)

253.

2056B

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

Quality: 17,921 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

[cdd's solution](#)

254.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[cdd's solution](#)

255.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[cdd's solution](#)

256.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[cdd's solution](#)

257.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cdd's solution](#)

258.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[cdd's solution](#)

259.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[cdd's solution](#)

260.

2021C1

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

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

[cdd's solution](#)

261.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cdd's solution](#)

262.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[cdd's solution](#)

263.

1981B

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

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[cdd's solution](#)

264.

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[cdd's solution](#)

265.

1867C

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

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[cdd's solution](#)

266.

1881D

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

Quality: 28,428 global accepts · Rating: 1300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cdd's solution](#)

267.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[cdd's solution](#)

268.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[cdd's solution](#)

269.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[cdd's solution](#)

270.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[cdd's solution](#)

271.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cdd's solution](#)

272.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cdd's solution](#)

273.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[cdd's solution](#)

274.

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[cdd's solution](#)

275.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cdd's solution](#)

276.

1890C

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

Rating: 1300 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[cdd's solution](#)

277.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[cdd's solution](#)

278.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[cdd's solution](#)

279.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cdd's solution](#)

280.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[cdd's solution](#)

281.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cdd's solution](#)

282.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[cdd's solution](#)

283.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[cdd's solution](#)

284.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[cdd's solution](#)

285.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,116 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cdd's solution](#)

286.

2131D

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

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[cdd's solution](#)

287.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[cdd's solution](#)

288.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[cdd's solution](#)

289.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[cdd's solution](#)

290.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[cdd's solution](#)

291.

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
[cdd's solution](#)

292.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 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
[cdd's solution](#)

293.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[cdd's solution](#)

294.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[cdd's solution](#)

295.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[cdd's solution](#)

296.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cdd's solution](#)

297.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[cdd's solution](#)

298.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[cdd's solution](#)

299.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[cdd's solution](#)

300.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[cdd's solution](#)

301.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[cdd's solution](#)

302.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[cdd's solution](#)

303.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[cdd's solution](#)

304.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[cdd's solution](#)

305.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[cdd's solution](#)

306.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[cdd's solution](#)

307.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cdd's solution](#)

308.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cdd's solution](#)

309.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[cdd's solution](#)

310.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation,

math

[cdd's solution](#)

311.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[cdd's solution](#)

312.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cdd's solution](#)

313.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[cdd's solution](#)

314.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

315.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cdd's solution](#)

316.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[cdd's solution](#)

317.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[cdd's solution](#)

318.

1883F

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

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-24 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cdd's solution](#)

319.

1883G1

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

Quality: 19,546 global accepts · Rating: 1400 · first AC: 2023-10-24 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[cdd's solution](#)

320.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

bitmasks, data structures, greedy

[cdd's solution](#)

321.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[cdd's solution](#)

322.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[cdd's solution](#)

323.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[cdd's solution](#)

324.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[cdd's solution](#)

325.

2070C

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

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[cdd's solution](#)

326.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[cdd's solution](#)

327.

2060E

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

Quality: 12,250 global accepts · Rating: 1500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[cdd's solution](#)

328.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cdd's solution](#)

329.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[cdd's solution](#)

330.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[cdd's solution](#)

331.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 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

[cdd's solution](#)

332.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[cdd's solution](#)

333.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[cdd's solution](#)

334.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cdd's solution](#)

335.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cdd's solution](#)

336.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[cdd's solution](#)

337.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[cdd's solution](#)

338.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cdd's solution](#)

339.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[cdd's solution](#)

340.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[cdd's solution](#)

341.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[cdd's solution](#)

342.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[cdd's solution](#)

343.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cdd's solution](#)

344.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-24 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

345.

1891C

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

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[cdd's solution](#)

346.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cdd's solution](#)

347.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 1500 · first AC: 2023-10-13 · last AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cdd's solution](#)

348.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

349.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cdd's solution](#)

350.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[cdd's solution](#)

351.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-08-23 · last AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cdd's solution](#)

352.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[cdd's solution](#)

353.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

354.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[cdd's solution](#)

355.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cdd's solution](#)

356.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[cdd's solution](#)

357.

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

[cdd's solution](#)

358.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[cdd's solution](#)

359.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[cdd's solution](#)

360.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 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

[cdd's solution](#)

361.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[cdd's solution](#)

362.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[cdd's solution](#)

363.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[cdd's solution](#)

364.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[cdd's solution](#)

365.

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

[cdd's solution](#)

366.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[cdd's solution](#)

367.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[cdd's solution](#)

368.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[cdd's solution](#)

369.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[cdd's solution](#)

370.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[cdd's solution](#)

371.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[cdd's solution](#)

372.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[cdd's solution](#)

373.

1957C

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

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cdd's solution](#)

374.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[cdd's solution](#)

375.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cdd's solution](#)

376.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[cdd's solution](#)

377.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[cdd's solution](#)

378.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[cdd's solution](#)

379.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[cdd's solution](#)

380.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,199 global accepts · Rating: 1600 · first AC: 2024-02-27 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[cdd's solution](#)

381.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[cdd's solution](#)

382.

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[cdd's solution](#)

383.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-12 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cdd's solution](#)

384.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

385.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[cdd's solution](#)

386.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[cdd's solution](#)

387.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[cdd's solution](#)

388.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[cdd's solution](#)

389.

2071C

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

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, sortings, trees

[cdd's solution](#)

390.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[cdd's solution](#)

391.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[cdd's solution](#)

392.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cdd's solution](#)

393.

2031D

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

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

[cdd's solution](#)

394.

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

[cdd's solution](#)

395.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[cdd's solution](#)

396.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[cdd's solution](#)

397.

2007D

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

Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[cdd's solution](#)

398.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[cdd's solution](#)

399.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[cdd's solution](#)

400.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[cdd's solution](#)

401.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[cdd's solution](#)

402.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[cdd's solution](#)

403.

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[cdd's solution](#)

404.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[cdd's solution](#)

405.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cdd's solution](#)

406.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[cdd's solution](#)

407.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[cdd's solution](#)

408.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[cdd's solution](#)

409.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[cdd's solution](#)

410.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[cdd's solution](#)

411.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cdd's solution](#)

412.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[cdd's solution](#)

413.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[cdd's solution](#)

414.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[cdd's solution](#)

415.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[cdd's solution](#)

416.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[cdd's solution](#)

417.

1937C

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

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[cdd's solution](#)

418.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[cdd's solution](#)

419.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cdd's solution](#)

420.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[cdd's solution](#)

421.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cdd's solution](#)

422.

1894D

[Neutral Tonicity](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[cdd's solution](#)

423.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-24 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[cdd's solution](#)

424.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cdd's solution](#)

425.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, sortings

[cdd's solution](#)

426.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cdd's solution](#)

427.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[cdd's solution](#)

428.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[cdd's solution](#)

429.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[cdd's solution](#)

430.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[cdd's solution](#)

431.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[cdd's solution](#)

432.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cdd's solution](#)

433.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[cdd's solution](#)

434.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[cdd's solution](#)

435.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[cdd's solution](#)

436.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[cdd's solution](#)

437.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[cdd's solution](#)

438.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[cdd's solution](#)

439.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cdd's solution](#)

440.

2032D

[Genokraken](#) · [Tutorial](#)

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

[cdd's solution](#)

441.

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

[cdd's solution](#)

442.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[cdd's solution](#)

443.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[cdd's solution](#)

444.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[cdd's solution](#)

445.

2022C

[Gerrymandering](#) · [Tutorial](#)

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

[cdd's solution](#)

446.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[cdd's solution](#)

447.

2007E

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

Rating: 1800 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[cdd's solution](#)

448.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[cdd's solution](#)

449.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[cdd's solution](#)

450.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[cdd's solution](#)

451.

1981C

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

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[cdd's solution](#)

452.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cdd's solution](#)

453.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[cdd's solution](#)

454.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cdd's solution](#)

455.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[cdd's solution](#)

456.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cdd's solution](#)

457.

1853D

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

Rating: 1800 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cdd's solution](#)

458.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cdd's solution](#)

459.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[cdd's solution](#)

460.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[cdd's solution](#)

461.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[cdd's solution](#)

462.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[cdd's solution](#)

463.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[cdd's solution](#)

464.

1941F

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

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[cdd's solution](#)

465.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[cdd's solution](#)

466.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[cdd's solution](#)

467.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[cdd's solution](#)

468.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[cdd's solution](#)

469.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[cdd's solution](#)

470.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[cdd's solution](#)

471.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · last AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[cdd's solution](#)

472.

2139D

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

Rating: 1900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

473.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cdd's solution](#)

474.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[cdd's solution](#)

475.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cdd's solution](#)

476.

2130E1

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

Rating: 1900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[cdd's solution](#)

477.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cdd's solution](#)

478.

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

[cdd's solution](#)

479.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cdd's solution](#)

480.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[cdd's solution](#)

481.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[cdd's solution](#)

482.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[cdd's solution](#)

483.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[cdd's solution](#)

484.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[cdd's solution](#)

485.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[cdd's solution](#)

486.

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

[cdd's solution](#)

487.

1980F1

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

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[cdd's solution](#)

488.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[cdd's solution](#)

489.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[cdd's solution](#)

490.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cdd's solution](#)

491.

2036F

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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

[cdd's solution](#)

492.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[cdd's solution](#)

493.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[cdd's solution](#)

494.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[cdd's solution](#)

495.

1175D

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Quality: 7,064 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cdd's solution](#)

496.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[cdd's solution](#)

497.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[cdd's solution](#)

498.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[cdd's solution](#)

499.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[cdd's solution](#)

500.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[cdd's solution](#)

501.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[cdd's solution](#)

502.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[cdd's solution](#)

503.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[cdd's solution](#)

504.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[cdd's solution](#)

505.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[cdd's solution](#)

506.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[cdd's solution](#)

507.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

math, sortings
[cdd's solution](#)

508.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[cdd's solution](#)

509.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[cdd's solution](#)

510.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[cdd's solution](#)

511.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[cdd's solution](#)

512.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[cdd's solution](#)

513.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[cdd's solution](#)

514.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[cdd's solution](#)

515.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[cdd's solution](#)

516.

1547F

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

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[cdd's solution](#)

517.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, two pointers

[cdd's solution](#)

518.

2022D1

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

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

[cdd's solution](#)

519.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[cdd's solution](#)

520.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cdd's solution](#)

521.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cdd's solution](#)

522.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cdd's solution](#)

523.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[cdd's solution](#)

524.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[cdd's solution](#)

525.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[cdd's solution](#)

526.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cdd's solution](#)

527.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[cdd's solution](#)

528.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[cdd's solution](#)

529.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[cdd's solution](#)

530.

1585D

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

Quality: 4,385 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[cdd's solution](#)

531.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cdd's solution](#)

532.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[cdd's solution](#)

533.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[cdd's solution](#)

534.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[cdd's solution](#)

535.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cdd's solution](#)

536.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[cdd's solution](#)

537.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[cdd's solution](#)

538.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[cdd's solution](#)

539.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[cdd's solution](#)

540.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[cdd's solution](#)

541.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[cdd's solution](#)

542.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[cdd's solution](#)

543.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[cdd's solution](#)

544.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[cdd's solution](#)

545.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[cdd's solution](#)

546.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[cdd's solution](#)

547.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[cdd's solution](#)

548.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[cdd's solution](#)

549.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cdd's solution](#)

550.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[cdd's solution](#)

551.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cdd's solution](#)

552.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[cdd's solution](#)

553.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[cdd's solution](#)

554.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[cdd's solution](#)

555.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[cdd's solution](#)

556.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[cdd's solution](#)

557.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cdd's solution](#)

558.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[cdd's solution](#)

559.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[cdd's solution](#)

560.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cdd's solution](#)

561.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[cdd's solution](#)

562.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[cdd's solution](#)

563.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[cdd's solution](#)

564.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[cdd's solution](#)

565.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[cdd's solution](#)

566.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[cdd's solution](#)

567.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[cdd's solution](#)

568.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[cdd's solution](#)

569.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[cdd's solution](#)

570.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[cdd's solution](#)

571.

1855C2

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

Rating: 1900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cdd's solution](#)

572.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[cdd's solution](#)

573.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[cdd's solution](#)

574.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[cdd's solution](#)

575.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[cdd's solution](#)

576.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[cdd's solution](#)

577.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[cdd's solution](#)

578.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[cdd's solution](#)

579.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2024-03-27 · last AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[cdd's solution](#)

580.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[cdd's solution](#)

581.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cdd's solution](#)

582.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cdd's solution](#)

583.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[cdd's solution](#)

584.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[cdd's solution](#)

585.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[cdd's solution](#)

586.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[cdd's solution](#)

587.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cdd's solution](#)

588.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[cdd's solution](#)

589.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cdd's solution](#)

590.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[cdd's solution](#)

591.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cdd's solution](#)

592.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[cdd's solution](#)

593.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[cdd's solution](#)

594.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-10-24 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[cdd's solution](#)

595.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[cdd's solution](#)

596.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[cdd's solution](#)

597.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[cdd's solution](#)

598.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cdd's solution](#)

599.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[cdd's solution](#)

600.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[cdd's solution](#)

601.

2136E

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

Rating: 2000 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[cdd's solution](#)

602.

2130E2

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

Rating: 2000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[cdd's solution](#)

603.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-17 · last AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[cdd's solution](#)

604.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[cdd's solution](#)

605.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[cdd's solution](#)

606.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[cdd's solution](#)

607.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[cdd's solution](#)

608.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[cdd's solution](#)

609.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[cdd's solution](#)

610.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

[cdd's solution](#)

611.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[cdd's solution](#)

612.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[cdd's solution](#)

613.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[cdd's solution](#)

614.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cdd's solution](#)

615.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[cdd's solution](#)

616.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[cdd's solution](#)

617.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[cdd's solution](#)

618.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[cdd's solution](#)

619.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[cdd's solution](#)

620.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, shortest paths

[cdd's solution](#)

621.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[cdd's solution](#)

622.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[cdd's solution](#)

623.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[cdd's solution](#)

624.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cdd's solution](#)

625.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[cdd's solution](#)

626.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[cdd's solution](#)

627.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[cdd's solution](#)

628.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[cdd's solution](#)

629.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

[cdd's solution](#)

630.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[cdd's solution](#)

631.

1451E1

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

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cdd's solution](#)

632.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[cdd's solution](#)

633.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cdd's solution](#)

634.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cdd's solution](#)

635.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[cdd's solution](#)

636.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[cdd's solution](#)

637.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cdd's solution](#)

638.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[cdd's solution](#)

639.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cdd's solution](#)

640.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[cdd's solution](#)

641.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cdd's solution](#)

642.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[cdd's solution](#)

643.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[cdd's solution](#)

644.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[cdd's solution](#)

645.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cdd's solution](#)

646.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cdd's solution](#)

647.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[cdd's solution](#)

648.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cdd's solution](#)

649.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[cdd's solution](#)

650.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cdd's solution](#)

651.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[cdd's solution](#)

652.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[cdd's solution](#)

653.

1380D

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

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[cdd's solution](#)

654.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[cdd's solution](#)

655.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp
[cdd's solution](#)

656.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[cdd's solution](#)

657.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[cdd's solution](#)

658.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[cdd's solution](#)

659.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
[cdd's solution](#)

660.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[cdd's solution](#)

661.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[cdd's solution](#)

662.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[cdd's solution](#)

663.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[cdd's solution](#)

664.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
[cdd's solution](#)

665.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cdd's solution](#)

666.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[cdd's solution](#)

667.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cdd's solution](#)

668.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cdd's solution](#)

669.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[cdd's solution](#)

670.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[cdd's solution](#)

671.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[cdd's solution](#)

672.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[cdd's solution](#)

673.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[cdd's solution](#)

674.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[cdd's solution](#)

675.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[cdd's solution](#)

676.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[cdd's solution](#)

677.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cdd's solution](#)

678.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[cdd's solution](#)

679.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[cdd's solution](#)

680.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[cdd's solution](#)

681.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[cdd's solution](#)

682.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[cdd's solution](#)

683.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[cdd's solution](#)

684.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cdd's solution](#)

685.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cdd's solution](#)

686.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[cdd's solution](#)

687.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[cdd's solution](#)

688.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cdd's solution](#)

689.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[cdd's solution](#)

690.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[cdd's solution](#)

691.

1978E

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

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-18 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cdd's solution](#)

692.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[cdd's solution](#)

693.

1974G

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

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[cdd's solution](#)

694.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[cdd's solution](#)

695.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[cdd's solution](#)

696.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[cdd's solution](#)

697.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[cdd's solution](#)

698.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cdd's solution](#)

699.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[cdd's solution](#)

700.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

701.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[cdd's solution](#)

702.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[cdd's solution](#)

703.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

704.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[cdd's solution](#)

705.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cdd's solution](#)

706.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-03-14 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math
[cdd's solution](#)

707.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[cdd's solution](#)

708.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[cdd's solution](#)

709.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[cdd's solution](#)

710.

1894E

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

Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[cdd's solution](#)

711.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[cdd's solution](#)

712.

1890E1

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

Rating: 2000 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[cdd's solution](#)

713.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[cdd's solution](#)

714.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[cdd's solution](#)

715.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

716.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[cdd's solution](#)

717.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[cdd's solution](#)

718.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[cdd's solution](#)

719.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[cdd's solution](#)

720.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[cdd's solution](#)

721.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[cdd's solution](#)

722.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cdd's solution](#)

723.

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[cdd's solution](#)

724.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cdd's solution](#)

725.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[cdd's solution](#)

726.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[cdd's solution](#)

727.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cdd's solution](#)

728.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[cdd's solution](#)

729.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[cdd's solution](#)

730.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, strings, trees

[cdd's solution](#)

731.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory, trees

[cdd's solution](#)

732.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cdd's solution](#)

733.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[cdd's solution](#)

734.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math

[cdd's solution](#)

735.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, greedy

[cdd's solution](#)

736.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[cdd's solution](#)

737.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[cdd's solution](#)

738.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[cdd's solution](#)

739.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[cdd's solution](#)

740.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cdd's solution](#)

741.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings

[cdd's solution](#)

742.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[cdd's solution](#)

743.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[cdd's solution](#)

744.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[cdd's solution](#)

745.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, math
[cdd's solution](#)

746.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees
[cdd's solution](#)

747.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[cdd's solution](#)

748.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[cdd's solution](#)

749.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[cdd's solution](#)

750.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[cdd's solution](#)

751.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[cdd's solution](#)

752.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2025-02-05 · last AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities
[cdd's solution](#)

753.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[cdd's solution](#)

754.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[cdd's solution](#)

755.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[cdd's solution](#)

756.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[cdd's solution](#)

757.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, sortings
[cdd's solution](#)

758.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy
[cdd's solution](#)

759.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[cdd's solution](#)

760.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[cdd's solution](#)

761.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[cdd's solution](#)

762.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs
[cdd's solution](#)

763.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[cdd's solution](#)

764.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[cdd's solution](#)

765.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, interactive, math

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766.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[cdd's solution](#)

767.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cdd's solution](#)

768.

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

[cdd's solution](#)

769.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cdd's solution](#)

770.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[cdd's solution](#)

771.

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

[cdd's solution](#)

772.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[cdd's solution](#)

773.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu,

graphs, implementation

[cdd's solution](#)

774.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cdd's solution](#)

775.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, ternary search

[cdd's solution](#)

776.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[cdd's solution](#)

777.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[cdd's solution](#)

778.

1433F

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

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cdd's solution](#)

779.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, shortest paths

[cdd's solution](#)

780.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[cdd's solution](#)

781.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search

[cdd's solution](#)

782.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[cdd's solution](#)

783.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cdd's solution](#)

784.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, number theory

[cdd's solution](#)

785.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[cdd's solution](#)

786.

1201D

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Quality: 2,533 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation

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787.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[cdd's solution](#)

788.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cdd's solution](#)

789.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

[cdd's solution](#)

790.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[cdd's solution](#)

791.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[cdd's solution](#)

792.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cdd's solution](#)

793.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[cdd's solution](#)

794.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[cdd's solution](#)

795.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[cdd's solution](#)

796.

1482E

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Quality: 3,752 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[cdd's solution](#)

797.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[cdd's solution](#)

798.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[cdd's solution](#)

799.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[cdd's solution](#)

800.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[cdd's solution](#)

801.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[cdd's solution](#)

802.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cdd's solution](#)

803.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[cdd's solution](#)

804.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[cdd's solution](#)

805.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[cdd's solution](#)

806.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[cdd's solution](#)

807.

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[cdd's solution](#)

808.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[cdd's solution](#)

809.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[cdd's solution](#)

810.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[cdd's solution](#)

811.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[cdd's solution](#)

812.

1933F

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

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar,

dp, graphs, shortest paths

[cdd's solution](#)

813.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[cdd's solution](#)

814.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[cdd's solution](#)

815.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[cdd's solution](#)

816.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cdd's solution](#)

817.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[cdd's solution](#)

818.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[cdd's solution](#)

819.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[cdd's solution](#)

820.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[cdd's solution](#)

821.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[cdd's solution](#)

822.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[cdd's solution](#)

823.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[cdd's solution](#)

824.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cdd's solution](#)

825.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-30 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[cdd's solution](#)

826.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[cdd's solution](#)

827.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[cdd's solution](#)

828.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[cdd's solution](#)

829.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[cdd's solution](#)

830.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[cdd's solution](#)

831.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[cdd's solution](#)

832.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[cdd's solution](#)

833.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[cdd's solution](#)

834.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[cdd's solution](#)

835.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[cdd's solution](#)

836.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[cdd's solution](#)

837.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[cdd's solution](#)

838.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[cdd's solution](#)

839.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[cdd's solution](#)

840.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[cdd's solution](#)

841.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[cdd's solution](#)

842.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[cdd's solution](#)

843.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[cdd's solution](#)

844.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[cdd's solution](#)

845.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[cdd's solution](#)

846.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[cdd's solution](#)

847.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cdd's solution](#)

848.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[cdd's solution](#)

849.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[cdd's solution](#)

850.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[cdd's solution](#)

851.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[cdd's solution](#)

852.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[cdd's solution](#)

853.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[cdd's solution](#)

854.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · last AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cdd's solution](#)

855.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[cdd's solution](#)

856.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[cdd's solution](#)

857.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[cdd's solution](#)

858.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[cdd's solution](#)

859.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[cdd's solution](#)

860.

2025E

[Card Game](#) · [Tutorial](#)

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

[cdd's solution](#)

861.

2018D

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

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

[cdd's solution](#)

862.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cdd's solution](#)

863.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[cdd's solution](#)

864.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[cdd's solution](#)

865.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[cdd's solution](#)

866.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[cdd's solution](#)

867.

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[cdd's solution](#)

868.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[cdd's solution](#)

869.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[cdd's solution](#)

870.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cdd's solution](#)

871.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[cdd's solution](#)

872.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[cdd's solution](#)

873.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[cdd's solution](#)

874.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[cdd's solution](#)

875.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[cdd's solution](#)

876.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[cdd's solution](#)

877.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cdd's solution](#)

878.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cdd's solution](#)

879.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[cdd's solution](#)

880.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[cdd's solution](#)

881.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[cdd's solution](#)

882.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-04 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[cdd's solution](#)

883.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[cdd's solution](#)

884.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[cdd's solution](#)

885.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[cdd's solution](#)

886.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[cdd's solution](#)

887.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[cdd's solution](#)

888.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cdd's solution](#)

889.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cdd's solution](#)

890.

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

[cdd's solution](#)

891.

2043E

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

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

[cdd's solution](#)

892.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[cdd's solution](#)

893.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cdd's solution](#)

894.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[cdd's solution](#)

895.

2028E

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

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

[cdd's solution](#)

896.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[cdd's solution](#)

897.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[cdd's solution](#)

898.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[cdd's solution](#)

899.

1451E2

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

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cdd's solution](#)

900.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[cdd's solution](#)

901.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[cdd's solution](#)

902.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[cdd's solution](#)

903.

2007F

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

Rating: 2300 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers
[cdd's solution](#)

904.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[cdd's solution](#)

905.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[cdd's solution](#)

906.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices
[cdd's solution](#)

907.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cdd's solution](#)

908.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
[cdd's solution](#)

909.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[cdd's solution](#)

910.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
[cdd's solution](#)

911.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[cdd's solution](#)

912.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[cdd's solution](#)

913.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[cdd's solution](#)

914.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cdd's solution](#)

915.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

916.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cdd's solution](#)

917.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cdd's solution](#)

918.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cdd's solution](#)

919.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[cdd's solution](#)

920.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[cdd's solution](#)

921.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[cdd's solution](#)

922.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[cdd's solution](#)

923.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cdd's solution](#)

924.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cdd's solution](#)

925.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[cdd's solution](#)

926.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[cdd's solution](#)

927.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cdd's solution](#)

928.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[cdd's solution](#)

929.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[cdd's solution](#)

930.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[cdd's solution](#)

931.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[cdd's solution](#)

932.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[cdd's solution](#)

933.

2032E

[Balanced](#) · [Tutorial](#)

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

[cdd's solution](#)

934.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[cdd's solution](#)

935.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[cdd's solution](#)

936.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[cdd's solution](#)

937.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[cdd's solution](#)

938.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[cdd's solution](#)

939.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[cdd's solution](#)

940.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[cdd's solution](#)

941.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[cdd's solution](#)

942.

1853E

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

Rating: 2400 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[cdd's solution](#)

943.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[cdd's solution](#)

944.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[cdd's solution](#)

945.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[cdd's solution](#)

946.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[cdd's solution](#)

947.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cdd's solution](#)

948.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[cdd's solution](#)

949.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[cdd's solution](#)

950.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[cdd's solution](#)

951.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math
[cdd's solution](#)

952.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[cdd's solution](#)

953.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[cdd's solution](#)

954.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[cdd's solution](#)

955.

2136F2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[cdd's solution](#)

956.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[cdd's solution](#)

957.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[cdd's solution](#)

958.

2026E

[Best Subsequence](#) · [Tutorial](#)

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

959.

1990E1

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

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
[cdd's solution](#)

960.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[cdd's solution](#)

961.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[cdd's solution](#)

962.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[cdd's solution](#)

963.

1855E

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

Rating: 2500 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[cdd's solution](#)

964.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[cdd's solution](#)

965.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[cdd's solution](#)

966.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[cdd's solution](#)

967.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[cdd's solution](#)

968.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-09 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cdd's solution](#)

969.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cdd's solution](#)

970.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[cdd's solution](#)

971.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[cdd's solution](#)

972.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[cdd's solution](#)

973.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[cdd's solution](#)

974.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[cdd's solution](#)

975.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[cdd's solution](#)

976.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cdd's solution](#)

977.

1990E2

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

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[cdd's solution](#)

978.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[cdd's solution](#)

979.

2003E1

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

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[cdd's solution](#)

980.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and

conquer

[cdd's solution](#)

981.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[cdd's solution](#)

982.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[cdd's solution](#)

983.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[cdd's solution](#)

984.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[cdd's solution](#)

985.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[cdd's solution](#)

986.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[cdd's solution](#)

987.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[cdd's solution](#)

988.

2003E2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[cdd's solution](#)

989.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[cdd's solution](#)

990.

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[cdd's solution](#)

991.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[cdd's solution](#)

992.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[cdd's solution](#)

993.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · last AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math
[cdd's solution](#)

994.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[cdd's solution](#)

995.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[cdd's solution](#)

996.

1966F

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

Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cdd's solution](#)

997.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[cdd's solution](#)

998.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs
[cdd's solution](#)

999.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[cdd's solution](#)

1000.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[cdd's solution](#)

1001.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1002.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1003.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1004.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1005.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1006.

105851J

[Voronoi](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1007.

105851I

[gcd \ LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1008.

105851H

[LinkTree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1009.

105851E

[^nWAP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1010.

105851G

[Spork](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1011.

105851C

[x x](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1012.

105851A

[R - d01n2!](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1013.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1014.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1015.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1016.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cdd's solution](#)

1017.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cdd's solution](#)

1018.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1019.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1020.

105588M

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

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1021.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cdd's solution](#)

1022.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1023.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1024.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1025.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1026.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1027.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1028.

104825H

[LCA Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1029.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1030.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1031.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · last AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1032.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1033.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1034.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1035.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1036.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · last AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1037.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1038.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1039.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1040.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1041.

105486A

[Arrow a Row](#) · [Tutorial](#)

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105540D

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1051.

105540E

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1052.

105540I

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1053.

105540B

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105540F

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1055.

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1067.

105459E

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[cdd's solution](#)

1068.

105459B

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1069.

105459J

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1070.

105459K

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[cdd's solution](#)

1071.

105459G

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[cdd's solution](#)

1072.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1073.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cdd's solution](#)

1074.

105336E

[Turtle](#)

Rating: — · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1075.

105336G

[Traffic Qm](#)

Rating: — · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1076.

105336J

[b-tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1077.

105161J

[Tile Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1078.

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1079.

105161H

[Real Estate Is All Around](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1080.

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[cdd's solution](#)

1081.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[cdd's solution](#)

1082.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[cdd's solution](#)

1083.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[cdd's solution](#)

1084.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[cdd's solution](#)

1085.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[cdd's solution](#)

1086.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[cdd's solution](#)