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Unique solved — clarinha

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

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Filters: none

Count: 728

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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3.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math
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4.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games
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5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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6.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[clarinha's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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9.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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10.

2153B

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

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11.

2153A

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

Quality: 26,370 global accepts · Rating: 800 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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12.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[clarinha's solution](#)

13.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[clarinha's solution](#)

14.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
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15.

2147A

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Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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16.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[clarinha's solution](#)

17.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
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18.

2113A

[Shashliks](#) · [Tutorial](#)

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[clarinha's solution](#)

19.

2111A

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Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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20.

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[clarinha's solution](#)

21.

2109A

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Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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22.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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23.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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24.

2107A

[LRC and VIP](#) · [Tutorial](#)

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25.

2103A

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Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[clarinha's solution](#)

26.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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27.

2086A

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28.

2084A

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29.

2092A

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30.

2075A

[To Zero](#) · [Tutorial](#)

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31.

2071A

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Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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32.

2070A

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Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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33.

2069A

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

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34.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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35.

2043A

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

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36.

2049A

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Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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37.

2031A

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

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38.

2032A

[Circuit](#) · [Tutorial](#)

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39.

2027A

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40.

2020A

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41.

2013A

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Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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42.

1998A

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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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43.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,935 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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44.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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45.

1969A

[Two Friends](#) · [Tutorial](#)

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46.

1966A

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47.

1948A

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

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48.

1946A

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[clarinha's solution](#)

49.

1944A

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50.

1934A

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51.

1935A

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[clarinha's solution](#)

52.

1917A

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53.

1920A

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54.

1900A

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Quality: 64,096 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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55.

1896A

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56.

1901A

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Quality: 75,304 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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57.

1898A

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Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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58.

1894A

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[clarinha's solution](#)

59.

1895B

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

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60.

1895A

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61.

1882A

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62.

1891A

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63.

1890B

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

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64.

1890A

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65.

1886A

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66.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

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67.

1849A

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68.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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69.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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70.

1836A

[Destroyer](#) · [Tutorial](#)

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71.

1811A

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72.

1798A

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Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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73.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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74.

546A

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75.

231A

[Team](#) · [Tutorial](#)

Quality: 430,261 global accepts · Rating: 800 · first AC: 2022-05-09 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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76.

1794A

[Prefix and Suffix Array · Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

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77.

1796A

[Typical Interview Problem · Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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78.

1775A1

[Gardener and the Capybaras \(easy version\) · Tutorial](#)

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79.

1772B

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80.

1772A

[A+B? · Tutorial](#)

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81.

1760C

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82.

1760B

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83.

1760A

[Medium Number · Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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84.

1759A

[Yes-Yes? · Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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85.

1462A

[Favorite Sequence · Tutorial](#)

Quality: 48,964 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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86.

1538A

[Stone Game](#) · [Tutorial](#)

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87.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,818 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

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88.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

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89.

263A

[Beautiful Matrix](#) · [Tutorial](#)

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90.

791A

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Quality: 257,215 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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91.

734A

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Quality: 195,533 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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92.

677A

[Vanya and Fence](#) · [Tutorial](#)

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[clarinha's solution](#)

93.

266A

[Stones on the Table](#) · [Tutorial](#)

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94.

236A

[Boy or Girl](#) · [Tutorial](#)

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95.

281A

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Quality: 270,985 global accepts · Rating: 800 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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96.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,350 global accepts · Rating: 800 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings,

strings

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97.

112A

[Petya and Strings](#) · [Tutorial](#)

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98.

282A

[Bit++](#) · [Tutorial](#)

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99.

50A

[Domino piling](#) · [Tutorial](#)

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100.

158A

[Next Round](#) · [Tutorial](#)

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101.

71A

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

Quality: 503,253 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[clarinha's solution](#)

102.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[clarinha's solution](#)

103.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[clarinha's solution](#)

104.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 900 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[clarinha's solution](#)

105.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[clarinha's solution](#)

106.

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[clarinha's solution](#)

107.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[clarinha's solution](#)

108.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[clarinha's solution](#)

109.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: strings
[clarinha's solution](#)

110.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[clarinha's solution](#)

111.

2031B

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

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[clarinha's solution](#)

112.

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[clarinha's solution](#)

113.

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[clarinha's solution](#)

114.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[clarinha's solution](#)

115.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[clarinha's solution](#)

116.

1988A

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

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

117.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[clarinha's solution](#)

118.

1900B

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

Quality: 20,472 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[clarinha's solution](#)

119.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[clarinha's solution](#)

120.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,056 global accepts · Rating: 900 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[clarinha's solution](#)

121.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[clarinha's solution](#)

122.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[clarinha's solution](#)

123.

1855B

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

Quality: 44,924 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[clarinha's solution](#)

124.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[clarinha's solution](#)

125.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[clarinha's solution](#)

126.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,870 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[clarinha's solution](#)

127.

1775A.2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

128.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[clarinha's solution](#)

129.

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[clarinha's solution](#)

130.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[clarinha's solution](#)

131.

2203B

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

Quality: 14,293 global accepts · Rating: 1000 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[clarinha's solution](#)

132.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

133.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[clarinha's solution](#)

134.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[clarinha's solution](#)

135.

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[clarinha's solution](#)

136.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[clarinha's solution](#)

137.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

138.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[clarinha's solution](#)

139.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[clarinha's solution](#)

140.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[clarinha's solution](#)

141.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[clarinha's solution](#)

142.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[clarinha's solution](#)

143.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[clarinha's solution](#)

144.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[clarinha's solution](#)

145.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[clarinha's solution](#)

146.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[clarinha's solution](#)

147.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[clarinha's solution](#)

148.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[clarinha's solution](#)

149.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[clarinha's solution](#)

150.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[clarinha's solution](#)

151.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2022-05-27 · last AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[clarinha's solution](#)

152.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[clarinha's solution](#)

153.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,625 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[clarinha's solution](#)

154.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

155.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[clarinha's solution](#)

156.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[clarinha's solution](#)

157.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[clarinha's solution](#)

158.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[clarinha's solution](#)

159.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[clarinha's solution](#)

160.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[clarinha's solution](#)

161.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[clarinha's solution](#)

162.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[clarinha's solution](#)

163.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[clarinha's solution](#)

164.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[clarinha's solution](#)

165.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[clarinha's solution](#)

166.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[clarinha's solution](#)

167.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[clarinha's solution](#)

168.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[clarinha's solution](#)

169.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

170.

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[clarinha's solution](#)

171.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[clarinha's solution](#)

172.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[clarinha's solution](#)

173.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[clarinha's solution](#)

174.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[clarinha's solution](#)

175.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[clarinha's solution](#)

176.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[clarinha's solution](#)

177.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[clarinha's solution](#)

178.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[clarinha's solution](#)

179.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[clarinha's solution](#)

180.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

181.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[clarinha's solution](#)

182.

706B

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

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[clarinha's solution](#)

183.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[clarinha's solution](#)

184.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[clarinha's solution](#)

185.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[clarinha's solution](#)

186.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[clarinha's solution](#)

187.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[clarinha's solution](#)

188.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[clarinha's solution](#)

189.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,556 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[clarinha's solution](#)

190.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[clarinha's solution](#)

191.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[clarinha's solution](#)

192.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[clarinha's solution](#)

193.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[clarinha's solution](#)

194.

2092C

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

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[clarinha's solution](#)

195.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[clarinha's solution](#)

196.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices
[clarinha's solution](#)

197.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[clarinha's solution](#)

198.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[clarinha's solution](#)

199.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[clarinha's solution](#)

200.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[clarinha's solution](#)

201.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[clarinha's solution](#)

202.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[clarinha's solution](#)

203.

1860B

[Fancy Coins](#) · [Tutorial](#)

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

[clarinha's solution](#)

204.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[clarinha's solution](#)

205.

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[clarinha's solution](#)

206.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[clarinha's solution](#)

207.

1343C

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

Quality: 44,073 global accepts · Rating: 1200 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[clarinha's solution](#)

208.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[clarinha's solution](#)

209.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2022-08-26 · last AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[clarinha's solution](#)

210.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[clarinha's solution](#)

211.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[clarinha's solution](#)

212.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,546 global accepts · Rating: 1200 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[clarinha's solution](#)

213.

2211C1

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

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two

pointers

[clarinha's solution](#)

214.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[clarinha's solution](#)

215.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[clarinha's solution](#)

216.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

217.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,159 global accepts · Rating: 1300 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[clarinha's solution](#)

218.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[clarinha's solution](#)

219.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[clarinha's solution](#)

220.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[clarinha's solution](#)

221.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[clarinha's solution](#)

222.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

223.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dp, greedy

[clarinha's solution](#)

224.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[clarinha's solution](#)

225.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[clarinha's solution](#)

226.

2031C

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

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

[clarinha's solution](#)

227.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[clarinha's solution](#)

228.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[clarinha's solution](#)

229.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[clarinha's solution](#)

230.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[clarinha's solution](#)

231.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[clarinha's solution](#)

232.

1869C

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

Rating: 1300 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[clarinha's solution](#)

233.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[clarinha's solution](#)

234.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[clarinha's solution](#)

235.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[clarinha's solution](#)

236.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[clarinha's solution](#)

237.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[clarinha's solution](#)

238.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[clarinha's solution](#)

239.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[clarinha's solution](#)

240.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[clarinha's solution](#)

241.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[clarinha's solution](#)

242.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,166 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[clarinha's solution](#)

243.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[clarinha's solution](#)

244.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[clarinha's solution](#)

245.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[clarinha's solution](#)

246.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[clarinha's solution](#)

247.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[clarinha's solution](#)

248.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

249.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[clarinha's solution](#)

250.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[clarinha's solution](#)

251.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[clarinha's solution](#)

252.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[clarinha's solution](#)

253.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation,

math, schedules, ternary search

[clarinha's solution](#)

254.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[clarinha's solution](#)

255.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[clarinha's solution](#)

256.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[clarinha's solution](#)

257.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[clarinha's solution](#)

258.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[clarinha's solution](#)

259.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[clarinha's solution](#)

260.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[clarinha's solution](#)

261.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[clarinha's solution](#)

262.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[clarinha's solution](#)

263.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[clarinha's solution](#)

264.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[clarinha's solution](#)

265.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[clarinha's solution](#)

266.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[clarinha's solution](#)

267.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[clarinha's solution](#)

268.

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[clarinha's solution](#)

269.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[clarinha's solution](#)

270.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[clarinha's solution](#)

271.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[clarinha's solution](#)

272.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[clarinha's solution](#)

273.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[clarinha's solution](#)

274.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[clarinha's solution](#)

275.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[clarinha's solution](#)

276.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[clarinha's solution](#)

277.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[clarinha's solution](#)

278.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[clarinha's solution](#)

279.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[clarinha's solution](#)

280.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[clarinha's solution](#)

281.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[clarinha's solution](#)

282.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[clarinha's solution](#)

283.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[clarinha's solution](#)

284.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[clarinha's solution](#)

285.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[clarinha's solution](#)

286.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[clarinha's solution](#)

287.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[clarinha's solution](#)

288.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[clarinha's solution](#)

289.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[clarinha's solution](#)

290.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[clarinha's solution](#)

291.

1891C

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

Quality: 20,354 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[clarinha's solution](#)

292.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[clarinha's solution](#)

293.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[clarinha's solution](#)

294.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[clarinha's solution](#)

295.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,271 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[clarinha's solution](#)

296.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[clarinha's solution](#)

297.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[clarinha's solution](#)

298.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[clarinha's solution](#)

299.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[clarinha's solution](#)

300.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[clarinha's solution](#)

301.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[clarinha's solution](#)

302.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[clarinha's solution](#)

303.

2085C

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

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[clarinha's solution](#)

304.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[clarinha's solution](#)

305.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[clarinha's solution](#)

306.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[clarinha's solution](#)

307.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[clarinha's solution](#)

308.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[clarinha's solution](#)

309.

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[clarinha's solution](#)

310.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[clarinha's solution](#)

311.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[clarinha's solution](#)

312.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[clarinha's solution](#)

313.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers
[clarinha's solution](#)

314.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[clarinha's solution](#)

315.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[clarinha's solution](#)

316.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[clarinha's solution](#)

317.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[clarinha's solution](#)

318.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[clarinha's solution](#)

319.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[clarinha's solution](#)

320.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[clarinha's solution](#)

321.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[clarinha's solution](#)

322.

2203D

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

Quality: 5,431 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory
[clarinha's solution](#)

323.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[clarinha's solution](#)

324.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[clarinha's solution](#)

325.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[clarinha's solution](#)

326.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[clarinha's solution](#)

327.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[clarinha's solution](#)

328.

2160D

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

Rating: 1700 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[clarinha's solution](#)

329.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[clarinha's solution](#)

330.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[clarinha's solution](#)

331.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[clarinha's solution](#)

332.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[clarinha's solution](#)

333.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[clarinha's solution](#)

334.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[clarinha's solution](#)

335.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[clarinha's solution](#)

336.

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[clarinha's solution](#)

337.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[clarinha's solution](#)

338.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[clarinha's solution](#)

339.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
[clarinha's solution](#)

340.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[clarinha's solution](#)

341.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[clarinha's solution](#)

342.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
[clarinha's solution](#)

343.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[clarinha's solution](#)

344.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[clarinha's solution](#)

345.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[clarinha's solution](#)

346.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
[clarinha's solution](#)

347.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[clarinha's solution](#)

348.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math
[clarinha's solution](#)

349.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[clarinha's solution](#)

350.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[clarinha's solution](#)

351.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings
[clarinha's solution](#)

352.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[clarinha's solution](#)

353.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[clarinha's solution](#)

354.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[clarinha's solution](#)

355.

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[clarinha's solution](#)

356.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[clarinha's solution](#)

357.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[clarinha's solution](#)

358.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[clarinha's solution](#)

359.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[clarinha's solution](#)

360.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[clarinha's solution](#)

361.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[clarinha's solution](#)

362.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[clarinha's solution](#)

363.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[clarinha's solution](#)

364.

2211C2

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

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[clarinha's solution](#)

365.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[clarinha's solution](#)

366.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[clarinha's solution](#)

367.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[clarinha's solution](#)

368.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[clarinha's solution](#)

369.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[clarinha's solution](#)

370.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[clarinha's solution](#)

371.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[clarinha's solution](#)

372.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[clarinha's solution](#)

373.

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory
[clarinha's solution](#)

374.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[clarinha's solution](#)

375.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[clarinha's solution](#)

376.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[clarinha's solution](#)

377.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[clarinha's solution](#)

378.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[clarinha's solution](#)

379.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[clarinha's solution](#)

380.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[clarinha's solution](#)

381.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-05-06 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

382.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[clarinha's solution](#)

383.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[clarinha's solution](#)

384.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[clarinha's solution](#)

385.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[clarinha's solution](#)

386.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[clarinha's solution](#)

387.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[clarinha's solution](#)

388.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[clarinha's solution](#)

389.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[clarinha's solution](#)

390.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings
[clarinha's solution](#)

391.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · last AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
[clarinha's solution](#)

392.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[clarinha's solution](#)

393.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[clarinha's solution](#)

394.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[clarinha's solution](#)

395.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[clarinha's solution](#)

396.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[clarinha's solution](#)

397.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[clarinha's solution](#)

398.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[clarinha's solution](#)

399.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[clarinha's solution](#)

400.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[clarinha's solution](#)

401.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[clarinha's solution](#)

402.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[clarinha's solution](#)

403.

1946D

[Birthday Gift](#) · [Tutorial](#)

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

[clarinha's solution](#)

404.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[clarinha's solution](#)

405.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[clarinha's solution](#)

406.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[clarinha's solution](#)

407.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[clarinha's solution](#)

408.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[clarinha's solution](#)

409.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[clarinha's solution](#)

410.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[clarinha's solution](#)

411.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[clarinha's solution](#)

412.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[clarinha's solution](#)

413.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[clarinha's solution](#)

414.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[clarinha's solution](#)

415.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[clarinha's solution](#)

416.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[clarinha's solution](#)

417.

843B

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

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[clarinha's solution](#)

418.

844D

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

Rating: 2000 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[clarinha's solution](#)

419.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[clarinha's solution](#)

420.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[clarinha's solution](#)

421.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[clarinha's solution](#)

422.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[clarinha's solution](#)

423.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[clarinha's solution](#)

424.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[clarinha's solution](#)

425.

1944D

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

Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
[clarinha's solution](#)

426.

1894E

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

Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[clarinha's solution](#)

427.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[clarinha's solution](#)

428.

1890E1

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

Rating: 2000 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[clarinha's solution](#)

429.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[clarinha's solution](#)

430.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[clarinha's solution](#)

431.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[clarinha's solution](#)

432.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[clarinha's solution](#)

433.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[clarinha's solution](#)

434.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[clarinha's solution](#)

435.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[clarinha's solution](#)

436.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[clarinha's solution](#)

437.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[clarinha's solution](#)

438.

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[clarinha's solution](#)

439.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[clarinha's solution](#)

440.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[clarinha's solution](#)

441.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[clarinha's solution](#)

442.

2115B

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

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[clarinha's solution](#)

443.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[clarinha's solution](#)

444.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[clarinha's solution](#)

445.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[clarinha's solution](#)

446.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[clarinha's solution](#)

447.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[clarinha's solution](#)

448.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[clarinha's solution](#)

449.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[clarinha's solution](#)

450.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[clarinha's solution](#)

451.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[clarinha's solution](#)

452.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[clarinha's solution](#)

453.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[clarinha's solution](#)

454.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
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455.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[clarinha's solution](#)

456.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
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457.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
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458.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[clarinha's solution](#)

459.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[clarinha's solution](#)

460.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[clarinha's solution](#)

461.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees
[clarinha's solution](#)

462.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[clarinha's solution](#)

463.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[clarinha's solution](#)

464.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[clarinha's solution](#)

465.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

466.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[clarinha's solution](#)

467.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[clarinha's solution](#)

468.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[clarinha's solution](#)

469.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[clarinha's solution](#)

470.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[clarinha's solution](#)

471.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[clarinha's solution](#)

472.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[clarinha's solution](#)

473.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[clarinha's solution](#)

474.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[clarinha's solution](#)

475.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[clarinha's solution](#)

476.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[clarinha's solution](#)

477.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[clarinha's solution](#)

478.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[clarinha's solution](#)

479.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[clarinha's solution](#)

480.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[clarinha's solution](#)

481.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

482.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[clarinha's solution](#)

483.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[clarinha's solution](#)

484.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[clarinha's solution](#)

485.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[clarinha's solution](#)

486.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[clarinha's solution](#)

487.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[clarinha's solution](#)

488.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[clarinha's solution](#)

489.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[clarinha's solution](#)

490.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[clarinha's solution](#)

491.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[clarinha's solution](#)

492.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[clarinha's solution](#)

493.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[clarinha's solution](#)

494.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics,

divide and conquer, dp, math, meet-in-the-middle

[clarinha's solution](#)

495.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[clarinha's solution](#)

496.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[clarinha's solution](#)

497.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[clarinha's solution](#)

498.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[clarinha's solution](#)

499.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[clarinha's solution](#)

500.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[clarinha's solution](#)

501.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[clarinha's solution](#)

502.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[clarinha's solution](#)

503.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[clarinha's solution](#)

504.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu

graphs, shortest paths, sortings

[clarinha's solution](#)

505.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[clarinha's solution](#)

506.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[clarinha's solution](#)

507.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[clarinha's solution](#)

508.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[clarinha's solution](#)

509.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[clarinha's solution](#)

510.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[clarinha's solution](#)

511.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[clarinha's solution](#)

512.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[clarinha's solution](#)

513.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[clarinha's solution](#)

514.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search

[clarinha's solution](#)

515.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[clarinha's solution](#)

516.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[clarinha's solution](#)

517.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[clarinha's solution](#)

518.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[clarinha's solution](#)

519.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[clarinha's solution](#)

520.

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[clarinha's solution](#)

521.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[clarinha's solution](#)

522.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[clarinha's solution](#)

523.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[clarinha's solution](#)

524.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[clarinha's solution](#)

525.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[clarinha's solution](#)

526.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[clarinha's solution](#)

527.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[clarinha's solution](#)

528.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[clarinha's solution](#)

529.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[clarinha's solution](#)

530.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[clarinha's solution](#)

531.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[clarinha's solution](#)

532.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[clarinha's solution](#)

533.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[clarinha's solution](#)

534.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, greedy, implementation, trees

[clarinha's solution](#)

535.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[clarinha's solution](#)

536.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[clarinha's solution](#)

537.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, math

[clarinha's solution](#)

538.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[clarinha's solution](#)

539.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[clarinha's solution](#)

540.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[clarinha's solution](#)

541.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[clarinha's solution](#)

542.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[clarinha's solution](#)

543.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[clarinha's solution](#)

544.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[clarinha's solution](#)

545.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[clarinha's solution](#)

546.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[clarinha's solution](#)

547.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[clarinha's solution](#)

548.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[clarinha's solution](#)

549.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[clarinha's solution](#)

550.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[clarinha's solution](#)

551.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[clarinha's solution](#)

552.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[clarinha's solution](#)

553.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[clarinha's solution](#)

554.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[clarinha's solution](#)

555.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[clarinha's solution](#)

556.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[clarinha's solution](#)

557.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[clarinha's solution](#)

558.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[clarinha's solution](#)

559.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[clarinha's solution](#)

560.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[clarinha's solution](#)

561.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[clarinha's solution](#)

562.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[clarinha's solution](#)

563.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[clarinha's solution](#)

564.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[clarinha's solution](#)

565.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[clarinha's solution](#)

566.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-01-14 · last AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[clarinha's solution](#)

567.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[clarinha's solution](#)

568.

1973D

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

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

[clarinha's solution](#)

569.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[clarinha's solution](#)

570.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[clarinha's solution](#)

571.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[clarinha's solution](#)

572.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[clarinha's solution](#)

573.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[clarinha's solution](#)

574.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[clarinha's solution](#)

575.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[clarinha's solution](#)

576.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[clarinha's solution](#)

577.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[clarinha's solution](#)

578.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[clarinha's solution](#)

579.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[clarinha's solution](#)

580.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[clarinha's solution](#)

581.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[clarinha's solution](#)

582.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[clarinha's solution](#)

583.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[clarinha's solution](#)

584.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[clarinha's solution](#)

585.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[clarinha's solution](#)

586.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[clarinha's solution](#)

587.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[clarinha's solution](#)

588.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[clarinha's solution](#)

589.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[clarinha's solution](#)

590.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[clarinha's solution](#)

591.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[clarinha's solution](#)

592.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[clarinha's solution](#)

593.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[clarinha's solution](#)

594.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[clarinha's solution](#)

595.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[clarinha's solution](#)

596.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[clarinha's solution](#)

597.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[clarinha's solution](#)

598.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[clarinha's solution](#)

599.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[clarinha's solution](#)

600.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[clarinha's solution](#)

601.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[clarinha's solution](#)

602.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[clarinha's solution](#)

603.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[clarinha's solution](#)

604.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[clarinha's solution](#)

605.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[clarinha's solution](#)

606.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[clarinha's solution](#)

607.

2005E2

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

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[clarinha's solution](#)

608.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[clarinha's solution](#)

609.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[clarinha's solution](#)

610.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[clarinha's solution](#)

611.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[clarinha's solution](#)

612.

1990E2

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

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[clarinha's solution](#)

613.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[clarinha's solution](#)

614.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[clarinha's solution](#)

615.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[clarinha's solution](#)

616.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[clarinha's solution](#)

617.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[clarinha's solution](#)

618.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[clarinha's solution](#)

619.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[clarinha's solution](#)

620.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[clarinha's solution](#)

621.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[clarinha's solution](#)

622.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[clarinha's solution](#)

623.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[clarinha's solution](#)

624.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

625.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[clarinha's solution](#)

626.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[clarinha's solution](#)

627.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[clarinha's solution](#)

628.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[clarinha's solution](#)

629.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[clarinha's solution](#)

630.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[clarinha's solution](#)

631.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[clarinha's solution](#)

632.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[clarinha's solution](#)

633.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[clarinha's solution](#)

634.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[clarinha's solution](#)

635.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[clarinha's solution](#)

636.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[clarinha's solution](#)

637.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[clarinha's solution](#)

638.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[clarinha's solution](#)

639.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[clarinha's solution](#)

640.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[clarinha's solution](#)

641.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[clarinha's solution](#)

642.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[clarinha's solution](#)

643.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[clarinha's solution](#)

644.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

645.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[clarinha's solution](#)

646.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math
[clarinha's solution](#)

647.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive
[clarinha's solution](#)

648.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

649.

106038G

[Dhaka](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

650.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

651.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

652.

105537G

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

Rating: — · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

653.

104230C

[Toy Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

654.

104230A

[Data Centers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

655.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

656.

104229B

[Lego Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

657.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

658.

105071K

[Vote Here!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · last AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

659.

105071J

[Gacha Rolling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

660.

105071D

[Prestige Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

661.

105071E

[Something's Fishy](#) · [Tutorial](#)

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[clarinha's solution](#)

662.

105071H

[Find the Bug Week 15](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

663.

105071G

[:wink:](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

664.

105071C

[Passcode](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

665.

105071I

[Oh It's XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

666.

105071B

[Working Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

667.

105071F

[Those Who Know](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

668.

105071A

[Are you a Robot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

669.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[clarinha's solution](#)

670.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings

[clarinha's solution](#)

671.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules

[clarinha's solution](#)

672.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[clarinha's solution](#)

673.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[clarinha's solution](#)

674.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[clarinha's solution](#)

675.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

676.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

677.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

678.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

679.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

680.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

681.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

682.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

683.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

684.

103811B

[Boat Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

685.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

686.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[clarinha's solution](#)

687.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[clarinha's solution](#)

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