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Unique solved — cmk666

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

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Count: 1,490

1.

2096A

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2.

2084A

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3.

2062A

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4.

2048A

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5.

2063A

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6.

2061A

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7.

2057A

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8.

2053A

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9.

2034A

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10.

2039A

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11.

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12.

2038N

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13.

2029A

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14.

2035A

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15.

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16.

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17.

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18.

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19.

1978A

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20.

1547A

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21.

1984A

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1975A

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23.

1956B

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24.

1956A

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25.

1957A

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26.

1942A

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27.

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28.

1950B

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29.

1950A

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30.

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31.

1930A

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32.

1925A

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33.

1517A

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34.

1922A

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35.

1919B

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36.

1919A

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37.

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38.

1915B

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39.

1915A

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1909A

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41.

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42.

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43.

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44.

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45.

1896A

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47.

1884A

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48.

1881A

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49.

1859A

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50.

1879A

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51.

1873D

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52.

1873C

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53.

1873B

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Quality: 62,709 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
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54.

1873A

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55.

1740B

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56.

1740A

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57.

1684B

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58.

1684A

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59.

1872A

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60.

1861A

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61.

1864A

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62.

1862B

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- 63.**
1862A
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1530B
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1530A
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1857A
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1850B
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1850C
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1850A
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1015A
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1626A
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1844A
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1352A
[Sum of Round Numbers](#) · [Tutorial](#)
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74.

1367A

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75.

734A

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76.

686A

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77.

1810B

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78.

1810A

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79.

1839A

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1837A

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82.

1809A

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83.

1798A

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84.

1804A

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85.

1796A

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86.

1795A

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87.

1799A

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88.

1788A

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89.

1780A

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90.

1250F

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91.

1787A

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92.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2023-01-24 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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93.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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94.

1783A

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

Quality: 48,756 global accepts · Rating: 800 · first AC: 2023-01-08 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

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95.

1731A

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Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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96.

1768A

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97.

1779A

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98.

1764A

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99.

1763A

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100.

1772B

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101.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cmk666's solution](#)

102.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

103.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[cmk666's solution](#)

104.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cmk666's solution](#)

105.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[cmk666's solution](#)

106.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[cmk666's solution](#)

107.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[cmk666's solution](#)

108.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[cmk666's solution](#)

109.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[cmk666's solution](#)

110.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[cmk666's solution](#)

111.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[cmk666's solution](#)

112.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[cmk666's solution](#)

113.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,638 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[cmk666's solution](#)

114.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: games
[cmk666's solution](#)

115.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[cmk666's solution](#)

116.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[cmk666's solution](#)

117.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[cmk666's solution](#)

118.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[cmk666's solution](#)

119.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[cmk666's solution](#)

120.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[cmk666's solution](#)

121.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[cmk666's solution](#)

122.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[cmk666's solution](#)

123.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[cmk666's solution](#)

124.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cmk666's solution](#)

125.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

126.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[cmk666's solution](#)

127.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,326 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

128.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[cmk666's solution](#)

129.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cmk666's solution](#)

130.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cmk666's solution](#)

131.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[cmk666's solution](#)

132.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

133.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

134.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cmk666's solution](#)

135.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cmk666's solution](#)

136.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[cmk666's solution](#)

137.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[cmk666's solution](#)

138.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[cmk666's solution](#)

139.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

140.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[cmk666's solution](#)

141.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

142.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[cmk666's solution](#)

143.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

144.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,463 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

145.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

146.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[cmk666's solution](#)

147.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cmk666's solution](#)

148.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[cmk666's solution](#)

149.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cmk666's solution](#)

150.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cmk666's solution](#)

151.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[cmk666's solution](#)

152.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, math
[cmk666's solution](#)

153.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[cmk666's solution](#)

154.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[cmk666's solution](#)

155.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[cmk666's solution](#)

156.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

157.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[cmk666's solution](#)

158.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,078 global accepts · Rating: 900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: strings
[cmk666's solution](#)

159.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,831 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[cmk666's solution](#)

160.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cmk666's solution](#)

161.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[cmk666's solution](#)

162.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2023-02-28 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[cmk666's solution](#)

163.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-02-18 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[cmk666's solution](#)

164.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cmk666's solution](#)

165.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[cmk666's solution](#)

166.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[cmk666's solution](#)

167.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

168.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

169.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[cmk666's solution](#)

170.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

171.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cmk666's solution](#)

172.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

173.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cmk666's solution](#)

174.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,093 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

175.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

176.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cmk666's solution](#)

177.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[cmk666's solution](#)

178.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,920 global accepts · Rating: 900 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cmk666's solution](#)

179.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cmk666's solution](#)

180.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-09-17 · Python 3 (first AC) · Tags: *special, implementation, interactive

[cmk666's solution](#)

181.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cmk666's solution](#)

182.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[cmk666's solution](#)

183.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cmk666's solution](#)

184.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[cmk666's solution](#)

185.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[cmk666's solution](#)

186.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[cmk666's solution](#)

187.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[cmk666's solution](#)

188.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[cmk666's solution](#)

189.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[cmk666's solution](#)

190.

1894B

[Two Out of Three](#) · [Tutorial](#)

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

[cmk666's solution](#)

191.

1876A

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

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cmk666's solution](#)

192.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cmk666's solution](#)

193.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[cmk666's solution](#)

194.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[cmk666's solution](#)

195.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[cmk666's solution](#)

196.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

197.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

198.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[cmk666's solution](#)

199.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[cmk666's solution](#)

200.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cmk666's solution](#)

201.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[cmk666's solution](#)

202.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

203.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

204.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cmk666's solution](#)

205.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

206.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[cmk666's solution](#)

207.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

208.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cmk666's solution](#)

209.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[cmk666's solution](#)

210.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[cmk666's solution](#)

211.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[cmk666's solution](#)

212.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 1000 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[cmk666's solution](#)

213.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,296 global accepts · Rating: 1000 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[cmk666's solution](#)

214.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[cmk666's solution](#)

215.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[cmk666's solution](#)

216.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · Haskell (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[cmk666's solution](#)

217.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[cmk666's solution](#)

218.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[cmk666's solution](#)

219.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[cmk666's solution](#)

220.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cmk666's solution](#)

221.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cmk666's solution](#)

222.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[cmk666's solution](#)

223.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

224.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[cmk666's solution](#)

225.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[cmk666's solution](#)

226.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[cmk666's solution](#)

227.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cmk666's solution](#)

228.

1873E

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

Quality: 43,472 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[cmk666's solution](#)

229.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[cmk666's solution](#)

230.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[cmk666's solution](#)

231.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[cmk666's solution](#)

232.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[cmk666's solution](#)

233.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cmk666's solution](#)

234.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[cmk666's solution](#)

235.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,008 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math
[cmk666's solution](#)

236.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[cmk666's solution](#)

237.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,506 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[cmk666's solution](#)

238.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[cmk666's solution](#)

239.

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[cmk666's solution](#)

240.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

241.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cmk666's solution](#)

242.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[cmk666's solution](#)

243.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[cmk666's solution](#)

244.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[cmk666's solution](#)

245.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[cmk666's solution](#)

246.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[cmk666's solution](#)

247.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,115 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[cmk666's solution](#)

248.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cmk666's solution](#)

249.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

250.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cmk666's solution](#)

251.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[cmk666's solution](#)

252.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[cmk666's solution](#)

253.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[cmk666's solution](#)

254.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

255.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[cmk666's solution](#)

256.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[cmk666's solution](#)

257.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[cmk666's solution](#)

258.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[cmk666's solution](#)

259.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[cmk666's solution](#)

260.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cmk666's solution](#)

261.

1922B

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

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

[cmk666's solution](#)

262.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cmk666's solution](#)

263.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cmk666's solution](#)

264.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[cmk666's solution](#)

265.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[cmk666's solution](#)

266.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[cmk666's solution](#)

267.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[cmk666's solution](#)

268.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[cmk666's solution](#)

269.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

270.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[cmk666's solution](#)

271.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,769 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cmk666's solution](#)

272.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

273.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cmk666's solution](#)

274.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[cmk666's solution](#)

275.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cmk666's solution](#)

276.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cmk666's solution](#)

277.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cmk666's solution](#)

278.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cmk666's solution](#)

279.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[cmk666's solution](#)

280.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[cmk666's solution](#)

281.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: games
[cmk666's solution](#)

282.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[cmk666's solution](#)

283.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[cmk666's solution](#)

284.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[cmk666's solution](#)

285.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[cmk666's solution](#)

286.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[cmk666's solution](#)

287.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[cmk666's solution](#)

288.

1601A

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

Quality: 21,099 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, number theory
[cmk666's solution](#)

289.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[cmk666's solution](#)

290.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cmk666's solution](#)

291.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

292.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[cmk666's solution](#)

293.

1984C1

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

Quality: 20,154 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[cmk666's solution](#)

294.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[cmk666's solution](#)

295.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cmk666's solution](#)

296.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[cmk666's solution](#)

297.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[cmk666's solution](#)

298.

1922C

[Closest Cities](#) · [Tutorial](#)

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

[cmk666's solution](#)

299.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[cmk666's solution](#)

300.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[cmk666's solution](#)

301.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

302.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[cmk666's solution](#)

303.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cmk666's solution](#)

304.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[cmk666's solution](#)

305.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cmk666's solution](#)

306.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cmk666's solution](#)

307.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[cmk666's solution](#)

308.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,329 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[cmk666's solution](#)

309.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[cmk666's solution](#)

310.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[cmk666's solution](#)

311.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cmk666's solution](#)

312.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[cmk666's solution](#)

313.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

314.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[cmk666's solution](#)

315.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[cmk666's solution](#)

316.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cmk666's solution](#)

317.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[cmk666's solution](#)

318.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[cmk666's solution](#)

319.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[cmk666's solution](#)

320.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[cmk666's solution](#)

321.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[cmk666's solution](#)

322.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cmk666's solution](#)

323.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,454 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[cmk666's solution](#)

324.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

325.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[cmk666's solution](#)

326.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cmk666's solution](#)

327.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[cmk666's solution](#)

328.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[cmk666's solution](#)

329.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[cmk666's solution](#)

330.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

331.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[cmk666's solution](#)

332.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

333.

2084C

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

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

[cmk666's solution](#)

334.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[cmk666's solution](#)

335.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[cmk666's solution](#)

336.

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[cmk666's solution](#)

337.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[cmk666's solution](#)

338.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[cmk666's solution](#)

339.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[cmk666's solution](#)

340.

1970C1

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

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[cmk666's solution](#)

341.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

342.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[cmk666's solution](#)

343.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[cmk666's solution](#)

344.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[cmk666's solution](#)

345.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[cmk666's solution](#)

346.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[cmk666's solution](#)

347.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[cmk666's solution](#)

348.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,581 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[cmk666's solution](#)

349.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

350.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cmk666's solution](#)

351.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[cmk666's solution](#)

352.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[cmk666's solution](#)

353.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[cmk666's solution](#)

354.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[cmk666's solution](#)

355.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[cmk666's solution](#)

356.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cmk666's solution](#)

357.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

358.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[cmk666's solution](#)

359.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

360.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cmk666's solution](#)

361.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[cmk666's solution](#)

362.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

363.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[cmk666's solution](#)

364.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[cmk666's solution](#)

365.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[cmk666's solution](#)

366.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[cmk666's solution](#)

367.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[cmk666's solution](#)

368.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[cmk666's solution](#)

369.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[cmk666's solution](#)

370.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cmk666's solution](#)

371.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

372.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[cmk666's solution](#)

373.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2022-09-17 · Python 3 (first AC) · Tags: *special, implementation

[cmk666's solution](#)

374.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cmk666's solution](#)

375.

2057C

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

Quality: 13,802 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cmk666's solution](#)

376.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cmk666's solution](#)

377.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[cmk666's solution](#)

378.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[cmk666's solution](#)

379.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[cmk666's solution](#)

380.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[cmk666's solution](#)

381.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cmk666's solution](#)

382.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,693 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

383.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[cmk666's solution](#)

384.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[cmk666's solution](#)

385.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

386.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[cmk666's solution](#)

387.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[cmk666's solution](#)

388.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[cmk666's solution](#)

389.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[cmk666's solution](#)

390.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[cmk666's solution](#)

391.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[cmk666's solution](#)

392.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

393.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[cmk666's solution](#)

394.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[cmk666's solution](#)

395.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

396.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[cmk666's solution](#)

397.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

398.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,762 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[cmk666's solution](#)

399.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

400.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[cmk666's solution](#)

401.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[cmk666's solution](#)

402.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[cmk666's solution](#)

403.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[cmk666's solution](#)

404.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cmk666's solution](#)

405.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cmk666's solution](#)

406.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cmk666's solution](#)

407.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[cmk666's solution](#)

408.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

409.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[cmk666's solution](#)

410.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[cmk666's solution](#)

411.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[cmk666's solution](#)

412.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cmk666's solution](#)

413.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

414.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

415.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[cmk666's solution](#)

416.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[cmk666's solution](#)

417.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[cmk666's solution](#)

418.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cmk666's solution](#)

419.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[cmk666's solution](#)

420.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math
[cmk666's solution](#)

421.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: combinatorics, dp, math
[cmk666's solution](#)

422.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[cmk666's solution](#)

423.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[cmk666's solution](#)

424.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[cmk666's solution](#)

425.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[cmk666's solution](#)

426.

1862E

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

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[cmk666's solution](#)

427.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[cmk666's solution](#)

428.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: probabilities
[cmk666's solution](#)

429.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

430.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

431.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[cmk666's solution](#)

432.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[cmk666's solution](#)

433.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cmk666's solution](#)

434.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cmk666's solution](#)

435.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[cmk666's solution](#)

436.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[cmk666's solution](#)

437.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[cmk666's solution](#)

438.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[cmk666's solution](#)

439.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

440.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[cmk666's solution](#)

441.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cmk666's solution](#)

442.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[cmk666's solution](#)

443.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

444.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

445.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

446.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[cmk666's solution](#)

447.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[cmk666's solution](#)

448.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-09-17 · Python 3 (first AC) · Tags: *special, implementation, number theory

[cmk666's solution](#)

449.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[cmk666's solution](#)

450.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[cmk666's solution](#)

451.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[cmk666's solution](#)

452.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cmk666's solution](#)

453.

2029C

[New Rating](#) · [Tutorial](#)

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

[cmk666's solution](#)

454.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[cmk666's solution](#)

455.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[cmk666's solution](#)

456.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[cmk666's solution](#)

457.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[cmk666's solution](#)

458.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[cmk666's solution](#)

459.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[cmk666's solution](#)

460.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[cmk666's solution](#)

461.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[cmk666's solution](#)

462.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[cmk666's solution](#)

463.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cmk666's solution](#)

464.

1903D1

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

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[cmk666's solution](#)

465.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[cmk666's solution](#)

466.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cmk666's solution](#)

467.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[cmk666's solution](#)

468.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cmk666's solution](#)

469.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[cmk666's solution](#)

470.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

471.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, trees
[cmk666's solution](#)

472.

1879D

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

Quality: 10,498 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[cmk666's solution](#)

473.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
[cmk666's solution](#)

474.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search
[cmk666's solution](#)

475.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[cmk666's solution](#)

476.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[cmk666's solution](#)

477.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[cmk666's solution](#)

478.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[cmk666's solution](#)

479.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[cmk666's solution](#)

480.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[cmk666's solution](#)

481.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[cmk666's solution](#)

482.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

483.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-02-18 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cmk666's solution](#)

484.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cmk666's solution](#)

485.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[cmk666's solution](#)

486.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[cmk666's solution](#)

487.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[cmk666's solution](#)

488.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[cmk666's solution](#)

489.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[cmk666's solution](#)

490.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[cmk666's solution](#)

491.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games

[cmk666's solution](#)

492.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[cmk666's solution](#)

493.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[cmk666's solution](#)

494.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cmk666's solution](#)

495.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[cmk666's solution](#)

496.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[cmk666's solution](#)

497.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[cmk666's solution](#)

498.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[cmk666's solution](#)

499.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[cmk666's solution](#)

500.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[cmk666's solution](#)

501.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cmk666's solution](#)

502.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[cmk666's solution](#)

503.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[cmk666's solution](#)

504.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[cmk666's solution](#)

505.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[cmk666's solution](#)

506.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[cmk666's solution](#)

507.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[cmk666's solution](#)

508.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[cmk666's solution](#)

509.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cmk666's solution](#)

510.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[cmk666's solution](#)

511.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[cmk666's solution](#)

512.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cmk666's solution](#)

513.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[cmk666's solution](#)

514.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)

515.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[cmk666's solution](#)

516.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cmk666's solution](#)

517.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[cmk666's solution](#)

518.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[cmk666's solution](#)

519.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[cmk666's solution](#)

520.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

521.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,549 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[cmk666's solution](#)

522.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cmk666's solution](#)

523.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

524.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[cmk666's solution](#)

525.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[cmk666's solution](#)

526.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cmk666's solution](#)

527.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-02-14 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[cmk666's solution](#)

528.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[cmk666's solution](#)

529.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cmk666's solution](#)

530.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cmk666's solution](#)

531.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[cmk666's solution](#)

532.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cmk666's solution](#)

533.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[cmk666's solution](#)

534.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[cmk666's solution](#)

535.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cmk666's solution](#)

536.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[cmk666's solution](#)

537.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cmk666's solution](#)

538.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[cmk666's solution](#)

539.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cmk666's solution](#)

540.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, graphs, shortest paths, two pointers

[cmk666's solution](#)

541.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[cmk666's solution](#)

542.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[cmk666's solution](#)

543.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[cmk666's solution](#)

544.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[cmk666's solution](#)

545.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[cmk666's solution](#)

546.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[cmk666's solution](#)

547.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[cmk666's solution](#)

548.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[cmk666's solution](#)

549.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

550.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[cmk666's solution](#)

551.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, dp, math
[cmk666's solution](#)

552.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[cmk666's solution](#)

553.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[cmk666's solution](#)

554.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[cmk666's solution](#)

555.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[cmk666's solution](#)

556.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[cmk666's solution](#)

557.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[cmk666's solution](#)

558.

1912D

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

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math
[cmk666's solution](#)

559.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[cmk666's solution](#)

560.

1488D

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

Quality: 360 global accepts · Rating: 1900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, greedy
[cmk666's solution](#)

561.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, brute force, math
[cmk666's solution](#)

562.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
[cmk666's solution](#)

563.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[cmk666's solution](#)

564.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[cmk666's solution](#)

565.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[cmk666's solution](#)

566.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[cmk666's solution](#)

567.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[cmk666's solution](#)

568.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

569.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cmk666's solution](#)

570.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

571.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[cmk666's solution](#)

572.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[cmk666's solution](#)

573.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[cmk666's solution](#)

574.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[cmk666's solution](#)

575.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[cmk666's solution](#)

576.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2023-02-28 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

577.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

578.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[cmk666's solution](#)

579.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2022-11-10 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[cmk666's solution](#)

580.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[cmk666's solution](#)

581.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[cmk666's solution](#)

582.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cmk666's solution](#)

583.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[cmk666's solution](#)

584.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cmk666's solution](#)

585.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[cmk666's solution](#)

586.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-09-27 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[cmk666's solution](#)

587.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[cmk666's solution](#)

588.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[cmk666's solution](#)

589.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[cmk666's solution](#)

590.

2061E

[Kevin and And](#) · [Tutorial](#)

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

greedy, math, sortings

[cmk666's solution](#)

591.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[cmk666's solution](#)

592.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cmk666's solution](#)

593.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[cmk666's solution](#)

594.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[cmk666's solution](#)

595.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[cmk666's solution](#)

596.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cmk666's solution](#)

597.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[cmk666's solution](#)

598.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-04-15 · Kotlin 1.9 (first AC) · Tags: brute force

[cmk666's solution](#)

599.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[cmk666's solution](#)

600.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cmk666's solution](#)

601.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[cmk666's solution](#)

602.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[cmk666's solution](#)

603.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

604.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cmk666's solution](#)

605.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cmk666's solution](#)

606.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[cmk666's solution](#)

607.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cmk666's solution](#)

608.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[cmk666's solution](#)

609.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[cmk666's solution](#)

610.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[cmk666's solution](#)

611.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[cmk666's solution](#)

612.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[cmk666's solution](#)

613.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[cmk666's solution](#)

614.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cmk666's solution](#)

615.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[cmk666's solution](#)

616.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[cmk666's solution](#)

617.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[cmk666's solution](#)

618.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cmk666's solution](#)

619.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[cmk666's solution](#)

620.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

621.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[cmk666's solution](#)

622.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2023-02-13 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[cmk666's solution](#)

623.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[cmk666's solution](#)

624.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[cmk666's solution](#)

625.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cmk666's solution](#)

626.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[cmk666's solution](#)

627.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[cmk666's solution](#)

628.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2022-10-14 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[cmk666's solution](#)

629.

2061F1

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

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

[cmk666's solution](#)

630.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[cmk666's solution](#)

631.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cmk666's solution](#)

632.

2029E

[Common Generator](#) · [Tutorial](#)

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

[cmk666's solution](#)

633.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[cmk666's solution](#)

634.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[cmk666's solution](#)

635.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[cmk666's solution](#)

636.

1970B2

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

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

637.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[cmk666's solution](#)

638.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[cmk666's solution](#)

639.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[cmk666's solution](#)

640.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer,

math

[cmk666's solution](#)

641.

1910E

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

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[cmk666's solution](#)

642.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[cmk666's solution](#)

643.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[cmk666's solution](#)

644.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[cmk666's solution](#)

645.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[cmk666's solution](#)

646.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[cmk666's solution](#)

647.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cmk666's solution](#)

648.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cmk666's solution](#)

649.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[cmk666's solution](#)

650.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[cmk666's solution](#)

651.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[cmk666's solution](#)

652.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[cmk666's solution](#)

653.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[cmk666's solution](#)

654.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[cmk666's solution](#)

655.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[cmk666's solution](#)

656.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[cmk666's solution](#)

657.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[cmk666's solution](#)

658.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[cmk666's solution](#)

659.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

660.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[cmk666's solution](#)

661.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[cmk666's solution](#)

662.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[cmk666's solution](#)

663.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[cmk666's solution](#)

664.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

665.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
[cmk666's solution](#)

666.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-02-14 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[cmk666's solution](#)

667.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2023-02-13 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

668.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[cmk666's solution](#)

669.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[cmk666's solution](#)

670.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[cmk666's solution](#)

671.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[cmk666's solution](#)

672.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cmk666's solution](#)

673.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[cmk666's solution](#)

674.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[cmk666's solution](#)

675.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[cmk666's solution](#)

676.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[cmk666's solution](#)

677.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[cmk666's solution](#)

678.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cmk666's solution](#)

679.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[cmk666's solution](#)

680.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[cmk666's solution](#)

681.

1909F1

[Small Permutation Problem \(Easy Version\) · Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[cmk666's solution](#)

682.

1912E

[Evaluate It and Back Again · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[cmk666's solution](#)

683.

1488E

[Palindromic Doubles · Tutorial](#)

Quality: 231 global accepts · Rating: 2200 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, data structures, dp
[cmk666's solution](#)

684.

1907G

[Lights · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[cmk666's solution](#)

685.

1906H

[Twin Friends · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[cmk666's solution](#)

686.

1580C

[Train Maintenance · Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[cmk666's solution](#)

687.

1338C

[Perfect Triples · Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[cmk666's solution](#)

688.

1089A

[Alice the Fan · Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2023-02-28 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[cmk666's solution](#)

689.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[cmk666's solution](#)

690.

1156E

[Special Segments of Permutation · Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[cmk666's solution](#)

691.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings
[cmk666's solution](#)

692.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[cmk666's solution](#)

693.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[cmk666's solution](#)

694.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[cmk666's solution](#)

695.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[cmk666's solution](#)

696.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[cmk666's solution](#)

697.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
[cmk666's solution](#)

698.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp
[cmk666's solution](#)

699.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[cmk666's solution](#)

700.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[cmk666's solution](#)

701.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[cmk666's solution](#)

702.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[cmk666's solution](#)

703.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[cmk666's solution](#)

704.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-17 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cmk666's solution](#)

705.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[cmk666's solution](#)

706.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[cmk666's solution](#)

707.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[cmk666's solution](#)

708.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[cmk666's solution](#)

709.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[cmk666's solution](#)

710.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[cmk666's solution](#)

711.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[cmk666's solution](#)

712.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[cmk666's solution](#)

713.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-10-12 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[cmk666's solution](#)

714.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2022-09-15 · Python 3 (first AC) · Tags: *special, math

[cmk666's solution](#)

715.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[cmk666's solution](#)

716.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cmk666's solution](#)

717.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[cmk666's solution](#)

718.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[cmk666's solution](#)

719.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[cmk666's solution](#)

720.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)

721.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[cmk666's solution](#)

722.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[cmk666's solution](#)

723.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[cmk666's solution](#)

724.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[cmk666's solution](#)

725.

1970F3

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

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cmk666's solution](#)

726.

1970F2

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

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cmk666's solution](#)

727.

1970F1

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

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cmk666's solution](#)

728.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

729.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[cmk666's solution](#)

730.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cmk666's solution](#)

731.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[cmk666's solution](#)

732.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[cmk666's solution](#)

733.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[cmk666's solution](#)

734.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[cmk666's solution](#)

735.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[cmk666's solution](#)

736.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[cmk666's solution](#)

737.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: *special, binary search, data structures
[cmk666's solution](#)

738.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[cmk666's solution](#)

739.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[cmk666's solution](#)

740.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[cmk666's solution](#)

741.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

742.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[cmk666's solution](#)

743.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

744.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[cmk666's solution](#)

745.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[cmk666's solution](#)

746.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[cmk666's solution](#)

747.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[cmk666's solution](#)

748.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cmk666's solution](#)

749.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cmk666's solution](#)

750.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

[cmk666's solution](#)

751.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[cmk666's solution](#)

752.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[cmk666's solution](#)

753.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[cmk666's solution](#)

754.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[cmk666's solution](#)

755.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[cmk666's solution](#)

756.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[cmk666's solution](#)

757.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory
[cmk666's solution](#)

758.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[cmk666's solution](#)

759.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[cmk666's solution](#)

760.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[cmk666's solution](#)

761.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle
[cmk666's solution](#)

762.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[cmk666's solution](#)

763.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

[cmk666's solution](#)

764.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[cmk666's solution](#)

765.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[cmk666's solution](#)

766.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[cmk666's solution](#)

767.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cmk666's solution](#)

768.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[cmk666's solution](#)

769.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[cmk666's solution](#)

770.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[cmk666's solution](#)

771.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[cmk666's solution](#)

772.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[cmk666's solution](#)

773.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[cmk666's solution](#)

774.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,443 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[cmk666's solution](#)

775.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cmk666's solution](#)

776.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cmk666's solution](#)

777.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[cmk666's solution](#)

778.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[cmk666's solution](#)

779.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[cmk666's solution](#)

780.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[cmk666's solution](#)

781.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[cmk666's solution](#)

782.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[cmk666's solution](#)

783.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[cmk666's solution](#)

784.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[cmk666's solution](#)

785.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[cmk666's solution](#)

786.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[cmk666's solution](#)

787.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[cmk666's solution](#)

788.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[cmk666's solution](#)

789.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[cmk666's solution](#)

790.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[cmk666's solution](#)

791.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[cmk666's solution](#)

792.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)

793.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[cmk666's solution](#)

794.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[cmk666's solution](#)

795.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[cmk666's solution](#)

796.

1912H

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

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[cmk666's solution](#)

797.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

798.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[cmk666's solution](#)

799.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[cmk666's solution](#)

800.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[cmk666's solution](#)

801.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)

802.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-02-28 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

803.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[cmk666's solution](#)

804.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[cmk666's solution](#)

805.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[cmk666's solution](#)

806.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[cmk666's solution](#)

807.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: strings
[cmk666's solution](#)

808.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[cmk666's solution](#)

809.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[cmk666's solution](#)

810.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[cmk666's solution](#)

811.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft
[cmk666's solution](#)

812.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[cmk666's solution](#)

813.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[cmk666's solution](#)

814.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[cmk666's solution](#)

815.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[cmk666's solution](#)

816.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[cmk666's solution](#)

817.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

818.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[cmk666's solution](#)

819.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[cmk666's solution](#)

820.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[cmk666's solution](#)

821.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[cmk666's solution](#)

822.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[cmk666's solution](#)

823.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[cmk666's solution](#)

824.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

825.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

826.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[cmk666's solution](#)

827.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation

[cmk666's solution](#)

828.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

829.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[cmk666's solution](#)

830.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[cmk666's solution](#)

831.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

832.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cmk666's solution](#)

833.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cmk666's solution](#)

834.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[cmk666's solution](#)

835.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, probabilities

[cmk666's solution](#)

836.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[cmk666's solution](#)

837.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[cmk666's solution](#)

838.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cmk666's solution](#)

839.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[cmk666's solution](#)

840.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

841.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cmk666's solution](#)

842.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[cmk666's solution](#)

843.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[cmk666's solution](#)

844.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[cmk666's solution](#)

845.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[cmk666's solution](#)

846.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[cmk666's solution](#)

847.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[cmk666's solution](#)

848.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[cmk666's solution](#)

849.

1423J

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

Quality: 888 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[cmk666's solution](#)

850.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[cmk666's solution](#)

851.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar,

graphs, interactive, shortest paths, trees

[cmk666's solution](#)

852.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

853.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[cmk666's solution](#)

854.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-02-09 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy

[cmk666's solution](#)

855.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[cmk666's solution](#)

856.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[cmk666's solution](#)

857.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[cmk666's solution](#)

858.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cmk666's solution](#)

859.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

860.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[cmk666's solution](#)

861.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data

structures, divide and conquer, implementation

[cmk666's solution](#)

862.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-10-14 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cmk666's solution](#)

863.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[cmk666's solution](#)

864.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[cmk666's solution](#)

865.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[cmk666's solution](#)

866.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[cmk666's solution](#)

867.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[cmk666's solution](#)

868.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[cmk666's solution](#)

869.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[cmk666's solution](#)

870.

2005E2

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

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[cmk666's solution](#)

871.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cmk666's solution](#)

872.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[cmk666's solution](#)

873.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[cmk666's solution](#)

874.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[cmk666's solution](#)

875.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math

[cmk666's solution](#)

876.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cmk666's solution](#)

877.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[cmk666's solution](#)

878.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[cmk666's solution](#)

879.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[cmk666's solution](#)

880.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

881.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[cmk666's solution](#)

882.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)

883.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: *special, data structures, greedy, number theory

[cmk666's solution](#)

884.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[cmk666's solution](#)

885.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

886.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cmk666's solution](#)

887.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[cmk666's solution](#)

888.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[cmk666's solution](#)

889.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[cmk666's solution](#)

890.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-07-13 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[cmk666's solution](#)

891.

266E

[More Queries to Array... · Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[cmk666's solution](#)

892.

297D

[Color the Carpet · Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

893.

1479C

[Continuous City · Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[cmk666's solution](#)

894.

1824C

[LuoTianyi and XOR-Tree · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[cmk666's solution](#)

895.

449C

[Jzzhu and Apples · Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[cmk666's solution](#)

896.

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cmk666's solution](#)

897.

908E

[New Year and Entity Enumeration · Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cmk666's solution](#)

898.

710D

[Two Arithmetic Progressions · Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)

899.

1773I

[Interactive Factorial Guessing · Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[cmk666's solution](#)

900.

1840G2

[In Search of Truth \(Hard Version\) · Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[cmk666's solution](#)

901.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[cmk666's solution](#)

902.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[cmk666's solution](#)

903.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[cmk666's solution](#)

904.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[cmk666's solution](#)

905.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cmk666's solution](#)

906.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cmk666's solution](#)

907.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cmk666's solution](#)

908.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[cmk666's solution](#)

909.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[cmk666's solution](#)

910.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cmk666's solution](#)

911.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[cmk666's solution](#)

912.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

913.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[cmk666's solution](#)

914.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[cmk666's solution](#)

915.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[cmk666's solution](#)

916.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math
[cmk666's solution](#)

917.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[cmk666's solution](#)

918.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

919.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[cmk666's solution](#)

920.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[cmk666's solution](#)

921.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[cmk666's solution](#)

922.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[cmk666's solution](#)

923.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[cmk666's solution](#)

924.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[cmk666's solution](#)

925.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[cmk666's solution](#)

926.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[cmk666's solution](#)

927.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[cmk666's solution](#)

928.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[cmk666's solution](#)

929.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[cmk666's solution](#)

930.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[cmk666's solution](#)

931.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[cmk666's solution](#)

932.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[cmk666's solution](#)

933.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-10-12 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

934.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2022-10-14 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[cmk666's solution](#)

935.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[cmk666's solution](#)

936.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[cmk666's solution](#)

937.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[cmk666's solution](#)

938.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[cmk666's solution](#)

939.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[cmk666's solution](#)

940.

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[cmk666's solution](#)

941.

1264D1

[Beautiful Bracket Sequence \(easy version\) · Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[cmk666's solution](#)

942.

2002F1

[Court Blue \(Easy Version\) · Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[cmk666's solution](#)

943.

1994G

[Minecraft · Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[cmk666's solution](#)

944.

1975F

[Set · Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[cmk666's solution](#)

945.

1970D2

[Arithmancy \(Medium\) · Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
[cmk666's solution](#)

946.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[cmk666's solution](#)

947.

1949D

[Funny or Scary? · Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

948.

1949J

[Amanda the Amoeba · Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers
[cmk666's solution](#)

949.

1354G

[Find a Gift · Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities
[cmk666's solution](#)

950.

814E

[An unavoidable detour for home · Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[cmk666's solution](#)

951.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cmk666's solution](#)

952.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[cmk666's solution](#)

953.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[cmk666's solution](#)

954.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[cmk666's solution](#)

955.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[cmk666's solution](#)

956.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[cmk666's solution](#)

957.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[cmk666's solution](#)

958.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[cmk666's solution](#)

959.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[cmk666's solution](#)

960.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees

[cmk666's solution](#)

961.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

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962.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: matrices, strings

[cmk666's solution](#)

963.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[cmk666's solution](#)

964.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[cmk666's solution](#)

965.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-07-23 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

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966.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[cmk666's solution](#)

967.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[cmk666's solution](#)

968.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cmk666's solution](#)

969.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[cmk666's solution](#)

970.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, math, trees
[cmk666's solution](#)

971.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[cmk666's solution](#)

972.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory
[cmk666's solution](#)

973.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
[cmk666's solution](#)

974.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[cmk666's solution](#)

975.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[cmk666's solution](#)

976.

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[cmk666's solution](#)

977.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[cmk666's solution](#)

978.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[cmk666's solution](#)

979.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[cmk666's solution](#)

980.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix

structures, strings, trees

[cmk666's solution](#)

981.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[cmk666's solution](#)

982.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[cmk666's solution](#)

983.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing

[cmk666's solution](#)

984.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[cmk666's solution](#)

985.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cmk666's solution](#)

986.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[cmk666's solution](#)

987.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[cmk666's solution](#)

988.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[cmk666's solution](#)

989.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cmk666's solution](#)

990.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[cmk666's solution](#)

991.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

992.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[cmk666's solution](#)

993.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)

994.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: strings

[cmk666's solution](#)

995.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[cmk666's solution](#)

996.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[cmk666's solution](#)

997.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[cmk666's solution](#)

998.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[cmk666's solution](#)

999.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[cmk666's solution](#)

1000.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[cmk666's solution](#)

1001.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[cmk666's solution](#)**1002.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[cmk666's solution](#)**1003.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[cmk666's solution](#)**1004.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)**1005.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[cmk666's solution](#)**1006.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[cmk666's solution](#)**1007.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[cmk666's solution](#)**1008.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[cmk666's solution](#)**1009.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cmk666's solution](#)**1010.**

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, math

[cmk666's solution](#)

1011.

1957F2

[Frequency Mismatch \(Hard Version\) · Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · last AC: 2024-04-22 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[cmk666's solution](#)**1012.**

1942F

[Farmer John's Favorite Function · Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[cmk666's solution](#)**1013.**

1364E

[X-OR · Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[cmk666's solution](#)**1014.**

1930F

[Maximize the Difference · Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[cmk666's solution](#)**1015.**

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cmk666's solution](#)**1016.**

1408G

[Clusterization Counting · Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[cmk666's solution](#)**1017.**

575A

[Fibonotci · Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[cmk666's solution](#)**1018.**

1910I

[Inverse Problem · Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, dp

[cmk666's solution](#)**1019.**

1910G

[Pool Records · Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[cmk666's solution](#)**1020.**

1238G

[Adilbek and the Watering System · Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[cmk666's solution](#)

1021.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[cmk666's solution](#)**1022.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[cmk666's solution](#)**1023.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[cmk666's solution](#)**1024.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[cmk666's solution](#)**1025.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities, trees

[cmk666's solution](#)**1026.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[cmk666's solution](#)**1027.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[cmk666's solution](#)**1028.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[cmk666's solution](#)**1029.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[cmk666's solution](#)**1030.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cmk666's solution](#)

1031.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cmk666's solution](#)

1032.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[cmk666's solution](#)

1033.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[cmk666's solution](#)

1034.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-09-18 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[cmk666's solution](#)

1035.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive

[cmk666's solution](#)

1036.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2023-08-25 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[cmk666's solution](#)

1037.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[cmk666's solution](#)

1038.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[cmk666's solution](#)

1039.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1040.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[cmk666's solution](#)

1041.

1510I

[Is It Rated? · Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities
[cmk666's solution](#)

1042.

833C

[Ever-Hungry Krakozyabra · Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-07-19 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math
[cmk666's solution](#)

1043.

1715F

[Crop Squares · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[cmk666's solution](#)

1044.

1254D

[Tree Queries · Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees
[cmk666's solution](#)

1045.

97D

[Robot in Basement · Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[cmk666's solution](#)

1046.

1695E

[Ambiguous Dominoes · Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[cmk666's solution](#)

1047.

1817D

[Toy Machine · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[cmk666's solution](#)

1048.

1672H

[Zigu Zagu · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[cmk666's solution](#)

1049.

1491F

[Magnets · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[cmk666's solution](#)

1050.

1801F

[Another n-dimensional chocolate bar · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-11 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[cmk666's solution](#)

1051.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[cmk666's solution](#)**1052.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cmk666's solution](#)**1053.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[cmk666's solution](#)**1054.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[cmk666's solution](#)**1055.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[cmk666's solution](#)**1056.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[cmk666's solution](#)**1057.**

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[cmk666's solution](#)**1058.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[cmk666's solution](#)**1059.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[cmk666's solution](#)**1060.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[cmk666's solution](#)

1061.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2022-09-27 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cmk666's solution](#)**1062.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-10-14 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)**1063.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[cmk666's solution](#)**1064.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[cmk666's solution](#)**1065.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[cmk666's solution](#)**1066.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[cmk666's solution](#)**1067.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[cmk666's solution](#)**1068.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cmk666's solution](#)**1069.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[cmk666's solution](#)**1070.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[cmk666's solution](#)

1071.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[cmk666's solution](#)

1072.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[cmk666's solution](#)

1073.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cmk666's solution](#)

1074.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

1075.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[cmk666's solution](#)

1076.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[cmk666's solution](#)

1077.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[cmk666's solution](#)

1078.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[cmk666's solution](#)

1079.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[cmk666's solution](#)

1080.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[cmk666's solution](#)

1081.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: *special, combinatorics, data structures

[cmk666's solution](#)

1082.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[cmk666's solution](#)

1083.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[cmk666's solution](#)

1084.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1085.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, greedy

[cmk666's solution](#)

1086.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings

[cmk666's solution](#)

1087.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[cmk666's solution](#)

1088.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[cmk666's solution](#)

1089.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[cmk666's solution](#)

1090.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1091.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-07-15 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

1092.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[cmk666's solution](#)

1093.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[cmk666's solution](#)

1094.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1095.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[cmk666's solution](#)

1096.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[cmk666's solution](#)

1097.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[cmk666's solution](#)

1098.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[cmk666's solution](#)

1099.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

1100.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-02-09 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cmk666's solution](#)

1101.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1102.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[cmk666's solution](#)

1103.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, fft
[cmk666's solution](#)

1104.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[cmk666's solution](#)

1105.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[cmk666's solution](#)

1106.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[cmk666's solution](#)

1107.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[cmk666's solution](#)

1108.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, math
[cmk666's solution](#)

1109.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[cmk666's solution](#)

1110.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[cmk666's solution](#)

1111.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[cmk666's solution](#)

1112.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math
[cmk666's solution](#)

1113.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[cmk666's solution](#)

1114.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[cmk666's solution](#)

1115.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees
[cmk666's solution](#)

1116.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[cmk666's solution](#)

1117.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[cmk666's solution](#)

1118.

2001E2

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

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[cmk666's solution](#)

1119.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[cmk666's solution](#)

1120.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[cmk666's solution](#)

1121.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special
[cmk666's solution](#)

1122.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

strings

[cmk666's solution](#)

1123.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[cmk666's solution](#)

1124.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

1125.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[cmk666's solution](#)

1126.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[cmk666's solution](#)

1127.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[cmk666's solution](#)

1128.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1129.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1130.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-08-05 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[cmk666's solution](#)

1131.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[cmk666's solution](#)

1132.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[cmk666's solution](#)

1133.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[cmk666's solution](#)

1134.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[cmk666's solution](#)

1135.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[cmk666's solution](#)

1136.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[cmk666's solution](#)

1137.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[cmk666's solution](#)

1138.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cmk666's solution](#)

1139.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-02 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cmk666's solution](#)

1140.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[cmk666's solution](#)

1141.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[cmk666's solution](#)

1142.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[cmk666's solution](#)

1143.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[cmk666's solution](#)

1144.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[cmk666's solution](#)

1145.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[cmk666's solution](#)

1146.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[cmk666's solution](#)

1147.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: flows
[cmk666's solution](#)

1148.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[cmk666's solution](#)

1149.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[cmk666's solution](#)

1150.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
[cmk666's solution](#)

1151.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows
[cmk666's solution](#)

1152.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[cmk666's solution](#)

1153.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[cmk666's solution](#)

1154.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1155.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cmk666's solution](#)

1156.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[cmk666's solution](#)

1157.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[cmk666's solution](#)

1158.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[cmk666's solution](#)

1159.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[cmk666's solution](#)

1160.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[cmk666's solution](#)

1161.

1571J

[Two Railroads](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3000 · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1162.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[cmk666's solution](#)

1163.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[cmk666's solution](#)

1164.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-08-14 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[cmk666's solution](#)

1165.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[cmk666's solution](#)

1166.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[cmk666's solution](#)

1167.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1168.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[cmk666's solution](#)

1169.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[cmk666's solution](#)

1170.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[cmk666's solution](#)

1171.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cmk666's solution](#)

1172.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[cmk666's solution](#)

1173.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[cmk666's solution](#)

1174.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings, trees
[cmk666's solution](#)

1175.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cmk666's solution](#)

1176.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[cmk666's solution](#)

1177.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[cmk666's solution](#)

1178.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees
[cmk666's solution](#)

1179.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[cmk666's solution](#)

1180.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy
[cmk666's solution](#)

1181.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[cmk666's solution](#)

1182.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures
[cmk666's solution](#)

1183.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[cmk666's solution](#)

1184.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math
[cmk666's solution](#)

1185.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[cmk666's solution](#)

1186.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[cmk666's solution](#)

1187.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[cmk666's solution](#)

1188.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[cmk666's solution](#)

1189.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cmk666's solution](#)

1190.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[cmk666's solution](#)

1191.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
[cmk666's solution](#)

1192.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[cmk666's solution](#)

1193.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[cmk666's solution](#)

1194.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

1195.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1196.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-07-20 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[cmk666's solution](#)

1197.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[cmk666's solution](#)

1198.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[cmk666's solution](#)

1199.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[cmk666's solution](#)

1200.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[cmk666's solution](#)

1201.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[cmk666's solution](#)

1202.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[cmk666's solution](#)

1203.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[cmk666's solution](#)

1204.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cmk666's solution](#)

1205.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cmk666's solution](#)

1206.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[cmk666's solution](#)

1207.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-11-13 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[cmk666's solution](#)

1208.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

1209.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[cmk666's solution](#)

1210.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[cmk666's solution](#)

1211.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[cmk666's solution](#)

1212.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[cmk666's solution](#)

1213.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[cmk666's solution](#)

1214.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cmk666's solution](#)

1215.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[cmk666's solution](#)

1216.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[cmk666's solution](#)

1217.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-13 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[cmk666's solution](#)

1218.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[cmk666's solution](#)

1219.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2023-02-28 · last AC: 2023-03-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[cmk666's solution](#)

1220.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[cmk666's solution](#)

1221.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2023-02-18 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

1222.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[cmk666's solution](#)

1223.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[cmk666's solution](#)

1224.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[cmk666's solution](#)

1225.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[cmk666's solution](#)

1226.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities
[cmk666's solution](#)

1227.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[cmk666's solution](#)

1228.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[cmk666's solution](#)

1229.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

1230.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[cmk666's solution](#)

1231.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[cmk666's solution](#)

1232.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing
[cmk666's solution](#)

1233.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-09-14 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[cmk666's solution](#)

1234.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[cmk666's solution](#)

1235.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-07-23 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[cmk666's solution](#)

1236.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

1237.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2023-02-17 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive
[cmk666's solution](#)

1238.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

1239.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[cmk666's solution](#)

1240.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2022-11-21 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory
[cmk666's solution](#)

1241.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures
[cmk666's solution](#)

1242.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, sortings
[cmk666's solution](#)

1243.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[cmk666's solution](#)

1244.

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2023-12-07 · last AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: *special, dp
[cmk666's solution](#)

1245.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cmk666's solution](#)

1246.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[cmk666's solution](#)

1247.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2023-09-15 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[cmk666's solution](#)

1248.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, interactive
[cmk666's solution](#)

1249.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, math, number theory
[cmk666's solution](#)

1250.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[cmk666's solution](#)

1251.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[cmk666's solution](#)

1252.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, trees
[cmk666's solution](#)

1253.

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1254.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[cmk666's solution](#)

1255.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[cmk666's solution](#)

1256.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[cmk666's solution](#)

1257.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[cmk666's solution](#)

1258.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2023-03-30 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cmk666's solution](#)

1259.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 3500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cmk666's solution](#)

1260.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[cmk666's solution](#)

1261.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[cmk666's solution](#)

1262.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-21 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[cmk666's solution](#)

1263.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[cmk666's solution](#)

1264.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[cmk666's solution](#)

1265.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cmk666's solution](#)

1266.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cmk666's solution](#)

1267.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[cmk666's solution](#)

1268.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[cmk666's solution](#)

1269.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[cmk666's solution](#)

1270.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

[cmk666's solution](#)

1271.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[cmk666's solution](#)

1272.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[cmk666's solution](#)

1273.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[cmk666's solution](#)

1274.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive
[cmk666's solution](#)

1275.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[cmk666's solution](#)

1276.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[cmk666's solution](#)

1277.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[cmk666's solution](#)

1278.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: *special, fft, math
[cmk666's solution](#)

1279.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: *special
[cmk666's solution](#)

1280.

2095F

[!S Cæb 0B \\$aIcVø](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: *special, math
[cmk666's solution](#)

1281.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force
[cmk666's solution](#)

1282.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory
[cmk666's solution](#)

1283.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[cmk666's solution](#)

1284.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory
[cmk666's solution](#)

1285.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[cmk666's solution](#)

1286.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive
[cmk666's solution](#)

1287.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[cmk666's solution](#)

1288.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1289.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1290.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1291.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1292.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1293.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1294.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1295.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1296.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1297.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1298.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-10-01 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1299.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, graphs, greedy

[cmk666's solution](#)

1300.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy

[cmk666's solution](#)

1301.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[cmk666's solution](#)

1302.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1303.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1304.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1305.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1306.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1307.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1308.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1309.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1310.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1311.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1312.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1313.

102331K

[K-pop Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1314.

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1315.

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1316.

102331I

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

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1317.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1318.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1319.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1320.

105160H

[SAQmsUR6v,,u^Ñ](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1321.

105160E

[f\(èàèrjal](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —
[cmk666's solution](#)

1322.

105160B

[OÄWeTe'WW](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1323.

105160F

[SAQmsUR6v,,_ b](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1324.

105160J

[NTftorial](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —
[cmk666's solution](#)

1325.

105160K

[s_ bep~Ä\(easy\)](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1326.

105160D

[e^WWa8b](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cmk666's solution](#)

1327.

105160L

[s_ bep~Ä\(trad\)](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1328.

105160I

[~ TUNKW](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —
[cmk666's solution](#)

1329.

105160G

[wajPnab](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1330.

105160C

[\Tutorial](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[cmk666's solution](#)

1331.

105160M

[..Topic-Ä](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[cmk666's solution](#)

1332.

105160A

[bT#ÄiãN°](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1333.

105266D

[\[PN\]orial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1334.

105266F

[TML#S#E5\[1](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[cmk666's solution](#)

1335.

105266C

[fiiTutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cmk666's solution](#)

1336.

105266A

[gYQielepN TCE](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1337.

105266B

[cOMBal](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: —

[cmk666's solution](#)

1338.

105266E

[•UITutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cmk666's solution](#)

1339.

2012H

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

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, dp

[cmk666's solution](#)

1340.

2012G

[Berserk Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[cmk666's solution](#)

1341.

2012F

[Colored Portals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[cmk666's solution](#)

1342.

2012E

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

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, strings
[cmk666's solution](#)

1343.

2012D

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

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics
[cmk666's solution](#)

1344.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, brute force, greedy, math
[cmk666's solution](#)

1345.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, strings
[cmk666's solution](#)

1346.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Kotlin 1.7 (first AC) · Tags: *special, implementation, sortings
[cmk666's solution](#)

1347.

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, data structures
[cmk666's solution](#)

1348.

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, brute force, sortings
[cmk666's solution](#)

1349.

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, dp
[cmk666's solution](#)

1350.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, strings
[cmk666's solution](#)

1351.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special

[cmk666's solution](#)

1352.

1959C

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

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[cmk666's solution](#)

1353.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[cmk666's solution](#)

1354.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[cmk666's solution](#)

1355.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: *special, bitmasks, geometry

[cmk666's solution](#)

1356.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, games, math

[cmk666's solution](#)

1357.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, strings

[cmk666's solution](#)

1358.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation

[cmk666's solution](#)

1359.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[cmk666's solution](#)

1360.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, dfs and similar, math

[cmk666's solution](#)

1361.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules

[cmk666's solution](#)

1362.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: *special, brute force
[cmk666's solution](#)

1363.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: *special, strings
[cmk666's solution](#)

1364.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: *special, strings
[cmk666's solution](#)

1365.

104255B

[Two trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1366.

104255C

[Sum of fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[cmk666's solution](#)

1367.

104255D

[Binary tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · last AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1368.

104255E

[Kitten rescue](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1369.

104255I

[Palindrome tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · last AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1370.

104255J

[Interdimensional Traveler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · last AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1371.

104255G

[Borrow checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1372.

104255A

[Stickers for BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: —
[cmk666's solution](#)

1373.

104255H

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: —

[cmk666's solution](#)**1374.**

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[cmk666's solution](#)**1375.**

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[cmk666's solution](#)**1376.**

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[cmk666's solution](#)**1377.**

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, two pointers

[cmk666's solution](#)**1378.**

103990A

[AibohphobiA](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)**1379.**

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)**1380.**

103990D

[Distance and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)**1381.**

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cmk666's solution](#)**1382.**

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)**1383.**

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1384.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1385.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · PyPy 3 (first AC) · Tags: —

[cmk666's solution](#)

1386.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1387.

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[cmk666's solution](#)

1388.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[cmk666's solution](#)

1389.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, graphs

[cmk666's solution](#)

1390.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, binary search, greedy

[cmk666's solution](#)

1391.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, binary search

[cmk666's solution](#)

1392.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, data structures, implementation

[cmk666's solution](#)

1393.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[cmk666's solution](#)

1394.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[cmk666's solution](#)

1395.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2023-12-07 · Kotlin 1.7 (first AC) · Tags: *special, math
[cmk666's solution](#)

1396.

1911H

[Two Merged Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, dp
[cmk666's solution](#)

1397.

1911G

[Median String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, strings
[cmk666's solution](#)

1398.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, bitmasks, greedy
[cmk666's solution](#)

1399.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special
[cmk666's solution](#)

1400.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[cmk666's solution](#)

1401.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[cmk666's solution](#)

1402.

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[cmk666's solution](#)

1403.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, sortings
[cmk666's solution](#)

1404.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[cmk666's solution](#)

1405.

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1406.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1407.

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1408.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1409.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1410.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1411.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1412.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1413.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1414.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1415.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1416.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1417.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1418.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1419.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1420.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1421.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1422.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1423.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1424.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1425.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1426.

104772D

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

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1427.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1428.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1429.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1430.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1431.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, math

[cmk666's solution](#)

1432.

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1433.

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1434.

104493D

[To Be Named](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1435.

104493L

[Trip Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1436.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1437.

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1438.

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1439.

104493J

[Completely Balanced](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1440.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1441.

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1442.

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1443.

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1444.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1445.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1446.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1447.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1448.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1449.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1450.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1451.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1452.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1453.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1454.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1455.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1456.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1457.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1458.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1459.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1460.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1461.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1462.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1463.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1464.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cmk666's solution](#)

1465.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[cmk666's solution](#)

1466.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[cmk666's solution](#)

1467.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[cmk666's solution](#)

1468.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[cmk666's solution](#)

1469.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[cmk666's solution](#)

1470.

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