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Unique solved — cxm1024

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Count: 1,380

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2176A
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- 3.**
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17.

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1930A

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21.

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1047A

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29.

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30.

1870A

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31.

1866A

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32.

1863A

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33.

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34.

1858A

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36.

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39.

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41.

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42.

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51.

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52.

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1796A

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1799A

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57.

1789B

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58.

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837A

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60.

1776A

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61.

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62.

1793A

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66.

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74.

1764A

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1760C

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76.

1760B

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78.

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1740A

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1746B

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85.

1742B

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86.

1742A

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87.

1741B

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88.

1741A

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1735A

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90.

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91.

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92.

1730A

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93.

1734B

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94.

1734A

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1733A

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99.

1721A

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1715A

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102.

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103.

1719A

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104.

1712B

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105.

1712A

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106.

1713A

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Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation
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107.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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108.

1716A

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109.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxm1024's solution](#)

110.

1714B

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Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
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111.

1704A

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Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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112.

1711A

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Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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113.

1709A

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114.

1705A

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115.

1701B

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116.

1701A

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117.

1676A

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118.

1676C

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119.

1676B

[Equal Candies](#) · [Tutorial](#)

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120.

1675A

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121.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,565 global accepts · Rating: 800 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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122.

71A

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Quality: 503,372 global accepts · Rating: 800 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: strings
[cxm1024's solution](#)

123.

4A

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Quality: 688,018 global accepts · Rating: 800 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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124.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxm1024's solution](#)

125.

1674B

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Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[cxm1024's solution](#)

126.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cxm1024's solution](#)

127.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cxm1024's solution](#)

128.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cxm1024's solution](#)

129.

1651A

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Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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130.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxm1024's solution](#)

131.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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132.

1649A

[Game](#) · [Tutorial](#)

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[cxm1024's solution](#)

133.

1642A

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Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[cxm1024's solution](#)

134.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxm1024's solution](#)

135.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cxm1024's solution](#)

136.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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137.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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138.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[cxm1024's solution](#)

139.

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cxm1024's solution](#)

140.

2048B

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Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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141.

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
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142.

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers
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143.

1879B

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Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cxm1024's solution](#)

144.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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145.

1848A

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146.

1845B

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Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[cxm1024's solution](#)

147.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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148.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

149.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

150.

549A

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Quality: 10,157 global accepts · Rating: 900 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cxm1024's solution](#)

151.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxm1024's solution](#)

152.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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153.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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154.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
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155.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
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156.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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157.

1771A

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Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
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158.

1764B

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159.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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160.

903A

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Quality: 15,517 global accepts · Rating: 900 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

161.

893A

[Chess For Three](#) · [Tutorial](#)

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[cxm1024's solution](#)

162.

1742C

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Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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163.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[cxm1024's solution](#)

164.

616A

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Quality: 10,833 global accepts · Rating: 900 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cxm1024's solution](#)

165.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cxm1024's solution](#)

166.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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167.

1726A

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Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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168.

1720A

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Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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169.

1714A

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Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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170.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
[cxm1024's solution](#)

171.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[cxm1024's solution](#)

172.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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173.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxm1024's solution](#)

174.

1617B

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Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[cxm1024's solution](#)

175.

1613A

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Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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176.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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177.

2176B

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Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
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178.

2057B

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179.

2034B

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Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
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180.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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181.

2002B

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Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[cxm1024's solution](#)

182.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[cxm1024's solution](#)

183.

1916B

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Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cxm1024's solution](#)

184.

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

[cxm1024's solution](#)

185.

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cxm1024's solution](#)

186.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cxm1024's solution](#)

187.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[cxm1024's solution](#)

188.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cxm1024's solution](#)

189.

101911J

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Rating: 1000 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

190.

500A

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

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[cxm1024's solution](#)

191.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

192.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

193.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxm1024's solution](#)

194.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxm1024's solution](#)

195.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxm1024's solution](#)

196.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · last AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cxm1024's solution](#)

197.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[cxm1024's solution](#)

198.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[cxm1024's solution](#)

199.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

200.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cxm1024's solution](#)

201.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[cxm1024's solution](#)

202.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxm1024's solution](#)

203.

1766B

[Notepad#](#) · [Tutorial](#)

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

[cxm1024's solution](#)

204.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cxm1024's solution](#)

205.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

206.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cxm1024's solution](#)

207.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[cxm1024's solution](#)

208.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cxm1024's solution](#)

209.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[cxm1024's solution](#)

210.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxm1024's solution](#)

211.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

212.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[cxm1024's solution](#)

213.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cxm1024's solution](#)

214.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cxm1024's solution](#)

215.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[cxm1024's solution](#)

216.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[cxm1024's solution](#)

217.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cxm1024's solution](#)

218.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cxm1024's solution](#)

219.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[cxm1024's solution](#)

220.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cxm1024's solution](#)

221.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[cxm1024's solution](#)

222.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[cxm1024's solution](#)

223.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cxm1024's solution](#)

224.

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

[cxm1024's solution](#)

225.

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
[cxm1024's solution](#)

226.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cxm1024's solution](#)

227.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[cxm1024's solution](#)

228.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[cxm1024's solution](#)

229.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[cxm1024's solution](#)

230.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cxm1024's solution](#)

231.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cxm1024's solution](#)

232.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[cxm1024's solution](#)

233.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2023-03-22 · last AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

234.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

235.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[cxm1024's solution](#)

236.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,506 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[cxm1024's solution](#)

237.

1821B

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

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[cxm1024's solution](#)

238.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cxm1024's solution](#)

239.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[cxm1024's solution](#)

240.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

241.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cxm1024's solution](#)

242.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[cxm1024's solution](#)

243.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cxm1024's solution](#)

244.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[cxm1024's solution](#)

245.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,890 global accepts · Rating: 1100 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[cxm1024's solution](#)

246.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cxm1024's solution](#)

247.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[cxm1024's solution](#)

248.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[cxm1024's solution](#)

249.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[cxm1024's solution](#)

250.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cxm1024's solution](#)

251.

1726B

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

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[cxm1024's solution](#)

252.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[cxm1024's solution](#)

253.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

254.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cxm1024's solution](#)

255.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[cxm1024's solution](#)

256.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxm1024's solution](#)

257.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cxm1024's solution](#)

258.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[cxm1024's solution](#)

259.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cxm1024's solution](#)

260.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cxm1024's solution](#)

261.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[cxm1024's solution](#)

262.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[cxm1024's solution](#)

263.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[cxm1024's solution](#)

264.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cxm1024's solution](#)

265.

2041B

[Bowling Frame](#) · [Tutorial](#)

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

[cxm1024's solution](#)

266.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[cxm1024's solution](#)

267.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[cxm1024's solution](#)

268.

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

[cxm1024's solution](#)

269.

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

[cxm1024's solution](#)

270.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[cxm1024's solution](#)

271.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cxm1024's solution](#)

272.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[cxm1024's solution](#)

273.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[cxm1024's solution](#)

274.

1848B

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

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cxm1024's solution](#)

275.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2023-05-09 · last AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

276.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2023-05-09 · last AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

277.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

278.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

279.

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[cxm1024's solution](#)

280.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[cxm1024's solution](#)

281.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[cxm1024's solution](#)

282.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[cxm1024's solution](#)

283.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

284.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[cxm1024's solution](#)

285.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[cxm1024's solution](#)

286.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cxm1024's solution](#)

287.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

288.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[cxm1024's solution](#)

289.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[cxm1024's solution](#)

290.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[cxm1024's solution](#)

291.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[cxm1024's solution](#)

292.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[cxm1024's solution](#)

293.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cxm1024's solution](#)

294.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

295.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[cxm1024's solution](#)

296.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cxm1024's solution](#)

297.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[cxm1024's solution](#)

298.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[cxm1024's solution](#)

299.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-05-02 · last AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[cxm1024's solution](#)

300.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[cxm1024's solution](#)

301.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[cxm1024's solution](#)

302.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

303.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cxm1024's solution](#)

304.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[cxm1024's solution](#)

305.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cxm1024's solution](#)

306.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-09-26 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[cxm1024's solution](#)

307.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cxm1024's solution](#)

308.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[cxm1024's solution](#)

309.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cxm1024's solution](#)

310.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[cxm1024's solution](#)

311.

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

[cxm1024's solution](#)

312.

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

[cxm1024's solution](#)

313.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cxm1024's solution](#)

314.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[cxm1024's solution](#)

315.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[cxm1024's solution](#)

316.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cxm1024's solution](#)

317.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cxm1024's solution](#)

318.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[cxm1024's solution](#)

319.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

320.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

321.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[cxm1024's solution](#)

322.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cxm1024's solution](#)

323.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cxm1024's solution](#)

324.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[cxm1024's solution](#)

325.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

326.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[cxm1024's solution](#)

327.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cxm1024's solution](#)

328.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[cxm1024's solution](#)

329.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cxm1024's solution](#)

330.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2022-09-26 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[cxm1024's solution](#)

331.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cxm1024's solution](#)

332.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cxm1024's solution](#)

333.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[cxm1024's solution](#)

334.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[cxm1024's solution](#)

335.

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cxm1024's solution](#)

336.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-12 · last AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cxm1024's solution](#)

337.

862B

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

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cxm1024's solution](#)

338.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[cxm1024's solution](#)

339.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[cxm1024's solution](#)

340.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[cxm1024's solution](#)

341.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cxm1024's solution](#)

342.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cxm1024's solution](#)

343.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cxm1024's solution](#)

344.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[cxm1024's solution](#)

345.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[cxm1024's solution](#)

346.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[cxm1024's solution](#)

347.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[cxm1024's solution](#)

348.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[cxm1024's solution](#)

349.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

350.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cxm1024's solution](#)

351.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[cxm1024's solution](#)

352.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[cxm1024's solution](#)

353.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[cxm1024's solution](#)

354.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[cxm1024's solution](#)

355.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[cxm1024's solution](#)

356.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[cxm1024's solution](#)

357.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
[cxm1024's solution](#)

358.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[cxm1024's solution](#)

359.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[cxm1024's solution](#)

360.

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

[cxm1024's solution](#)

361.

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

[cxm1024's solution](#)

362.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cxm1024's solution](#)

363.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[cxm1024's solution](#)

364.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cxm1024's solution](#)

365.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cxm1024's solution](#)

366.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[cxm1024's solution](#)

367.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[cxm1024's solution](#)

368.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cxm1024's solution](#)

369.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cxm1024's solution](#)

370.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[cxm1024's solution](#)

371.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[cxm1024's solution](#)

372.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[cxm1024's solution](#)

373.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[cxm1024's solution](#)

374.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cxm1024's solution](#)

375.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cxm1024's solution](#)

376.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cxm1024's solution](#)

377.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

378.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math
[cxm1024's solution](#)

379.

1771B

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

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

[cxm1024's solution](#)

380.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cxm1024's solution](#)

381.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[cxm1024's solution](#)

382.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cxm1024's solution](#)

383.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[cxm1024's solution](#)

384.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[cxm1024's solution](#)

385.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cxm1024's solution](#)

386.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[cxm1024's solution](#)

387.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[cxm1024's solution](#)

388.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cxm1024's solution](#)

389.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy,

implementation, math, shortest paths

[cxm1024's solution](#)

390.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cxm1024's solution](#)

391.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[cxm1024's solution](#)

392.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[cxm1024's solution](#)

393.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[cxm1024's solution](#)

394.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
[cxm1024's solution](#)

395.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[cxm1024's solution](#)

396.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation
[cxm1024's solution](#)

397.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cxm1024's solution](#)

398.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[cxm1024's solution](#)

399.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cxm1024's solution](#)

400.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[cxm1024's solution](#)

401.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices
[cxm1024's solution](#)

402.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[cxm1024's solution](#)

403.

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
[cxm1024's solution](#)

404.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[cxm1024's solution](#)

405.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[cxm1024's solution](#)

406.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[cxm1024's solution](#)

407.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[cxm1024's solution](#)

408.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings
[cxm1024's solution](#)

409.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[cxm1024's solution](#)

410.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cxm1024's solution](#)

411.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

412.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cxm1024's solution](#)

413.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[cxm1024's solution](#)

414.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cxm1024's solution](#)

415.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

416.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math

[cxm1024's solution](#)

417.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[cxm1024's solution](#)

418.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[cxm1024's solution](#)

419.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cxm1024's solution](#)

420.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[cxm1024's solution](#)

421.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[cxm1024's solution](#)

422.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cxm1024's solution](#)

423.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[cxm1024's solution](#)

424.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[cxm1024's solution](#)

425.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[cxm1024's solution](#)

426.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

427.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[cxm1024's solution](#)

428.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cxm1024's solution](#)

429.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cxm1024's solution](#)

430.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[cxm1024's solution](#)

431.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[cxm1024's solution](#)

432.

1754C2

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

Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cxm1024's solution](#)

433.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cxm1024's solution](#)

434.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[cxm1024's solution](#)

435.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[cxm1024's solution](#)

436.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[cxm1024's solution](#)

437.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[cxm1024's solution](#)

438.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cxm1024's solution](#)

439.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cxm1024's solution](#)

440.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cxm1024's solution](#)

441.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2022-07-27 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cxm1024's solution](#)

442.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cxm1024's solution](#)

443.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[cxm1024's solution](#)

444.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[cxm1024's solution](#)

445.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[cxm1024's solution](#)

446.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[cxm1024's solution](#)

447.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[cxm1024's solution](#)

448.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[cxm1024's solution](#)

449.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[cxm1024's solution](#)

450.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[cxm1024's solution](#)

451.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[cxm1024's solution](#)

452.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cxm1024's solution](#)

453.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[cxm1024's solution](#)

454.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[cxm1024's solution](#)

455.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[cxm1024's solution](#)

456.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[cxm1024's solution](#)

457.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cxm1024's solution](#)

458.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[cxm1024's solution](#)

459.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

460.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[cxm1024's solution](#)

461.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[cxm1024's solution](#)

462.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[cxm1024's solution](#)

463.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cxm1024's solution](#)

464.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cxm1024's solution](#)

465.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cxm1024's solution](#)

466.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cxm1024's solution](#)

467.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[cxm1024's solution](#)

468.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[cxm1024's solution](#)

469.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[cxm1024's solution](#)

470.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-09 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cxm1024's solution](#)

471.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cxm1024's solution](#)

472.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[cxm1024's solution](#)

473.

1766D

[Lucky Chains](#) · [Tutorial](#)

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

[cxm1024's solution](#)

474.

1771C

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

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

[cxm1024's solution](#)

475.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

476.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cxm1024's solution](#)

477.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

478.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

479.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cxm1024's solution](#)

480.

1741E

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

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cxm1024's solution](#)

481.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[cxm1024's solution](#)

482.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[cxm1024's solution](#)

483.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cxm1024's solution](#)

484.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[cxm1024's solution](#)

485.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cxm1024's solution](#)

486.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[cxm1024's solution](#)

487.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[cxm1024's solution](#)

488.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

489.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

490.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[cxm1024's solution](#)

491.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[cxm1024's solution](#)

492.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, schedules, sortings

[cxm1024's solution](#)

493.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cxm1024's solution](#)

494.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[cxm1024's solution](#)

495.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cxm1024's solution](#)

496.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[cxm1024's solution](#)

497.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[cxm1024's solution](#)

498.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[cxm1024's solution](#)

499.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[cxm1024's solution](#)

500.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[cxm1024's solution](#)

501.

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

[cxm1024's solution](#)

502.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[cxm1024's solution](#)

503.

1916D

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1906M

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505.

1896D

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1893B

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1889B

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1879D

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509.

678D

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510.

1868B1

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511.

1864D

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938C

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275B

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29C

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515.

198A

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516.

1722F

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1822F

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518.

1822G1

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1814B

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1798C

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1807F

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1799C

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1783C

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294B

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1930D1

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87B

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1805D

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863D

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863C

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576.

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846C

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578.

1801B

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580.

1793D

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581.

1782D

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582.

442B

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583.

1775D

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584.

946D

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585.

443D

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586.

888E

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587.

1750D

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588.

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589.

600C

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590.

1725M

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591.

1734D

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592.

1728D

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1721D

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594.

1720D1

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595.

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596.

1713D

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597.

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598.

54B

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599.

1709C

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600.

1705D

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601.

1675F

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602.

1674F

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603.

2077B

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604.

2066B

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605.

2053E

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606.

2038G

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607.

2029D

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608.

2018B

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609.

2002D1

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610.

1994D

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611.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cxm1024's solution](#)

612.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cxm1024's solution](#)

613.

1912D

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Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

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614.

1912A

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615.

1906E

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616.

417D

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617.

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

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618.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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619.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

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620.

1847D

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621.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cxm1024's solution](#)

622.

463C

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623.

61E

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624.

500D

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[cxm1024's solution](#)

625.

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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626.

1819B

[The Butcher](#) · [Tutorial](#)

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627.

1797D

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628.

1808C

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629.

846D

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630.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

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631.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

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632.

808D

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Quality: 8,107 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[cxm1024's solution](#)

633.

818E

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theory, two pointers

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634.

817D

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Quality: 6,289 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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635.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[cxm1024's solution](#)

636.

1777D

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Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[cxm1024's solution](#)

637.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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638.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cxm1024's solution](#)

639.

607B

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Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cxm1024's solution](#)

640.

1773A

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641.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cxm1024's solution](#)

642.

803D

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[cxm1024's solution](#)

643.

803C

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Quality: 5,819 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

644.

792D

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645.

41D

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[cxm1024's solution](#)

646.

118C

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[cxm1024's solution](#)

647.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
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648.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, two pointers
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649.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
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650.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
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651.

1749D

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652.

1689D

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653.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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654.

1739D

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Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

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655.

1700D

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656.

1718A2

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657.

1238D

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658.

1717D

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659.

1715D

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660.

1714F

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661.

1704D

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662.

1661D

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663.

19B

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664.

2096D

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665.

2062E1

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666.

2061E

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Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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667.

2057D

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668.

2048E

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669.

2045B

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Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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670.

2041M

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671.

2041C

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Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[cxm1024's solution](#)

672.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[cxm1024's solution](#)

673.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[cxm1024's solution](#)

674.

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

[cxm1024's solution](#)

675.

1951D

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

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676.

1943B

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Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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677.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[cxm1024's solution](#)

678.

347D

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Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cxm1024's solution](#)

679.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[cxm1024's solution](#)

680.

169D

[Lemmings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

681.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

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682.

755D

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[cxm1024's solution](#)

683.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[cxm1024's solution](#)

684.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[cxm1024's solution](#)

685.

253D

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Quality: 925 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers
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686.

401D

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Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
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687.

1862G

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

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings
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688.

514C

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Quality: 8,159 global accepts · Rating: 2000 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[cxm1024's solution](#)

689.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[cxm1024's solution](#)

690.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[cxm1024's solution](#)

691.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
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692.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory
[cxm1024's solution](#)

693.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[cxm1024's solution](#)

694.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[cxm1024's solution](#)

695.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cxm1024's solution](#)

696.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[cxm1024's solution](#)

697.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[cxm1024's solution](#)

698.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cxm1024's solution](#)

699.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[cxm1024's solution](#)

700.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[cxm1024's solution](#)

701.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-02-01 · last AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[cxm1024's solution](#)

702.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-12-08 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cxm1024's solution](#)

703.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[cxm1024's solution](#)

704.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees
[cxm1024's solution](#)

705.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[cxm1024's solution](#)

706.

465D

[Restore Cube](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[cxm1024's solution](#)

707.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[cxm1024's solution](#)

708.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-12-01 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[cxm1024's solution](#)

709.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[cxm1024's solution](#)

710.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cxm1024's solution](#)

711.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[cxm1024's solution](#)

712.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[cxm1024's solution](#)

713.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[cxm1024's solution](#)

714.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cxm1024's solution](#)

715.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[cxm1024's solution](#)

716.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[cxm1024's solution](#)

717.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[cxm1024's solution](#)

718.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cxm1024's solution](#)

719.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[cxm1024's solution](#)

720.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[cxm1024's solution](#)

721.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[cxm1024's solution](#)

722.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[cxm1024's solution](#)

723.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cxm1024's solution](#)

724.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[cxm1024's solution](#)

725.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cxm1024's solution](#)

726.

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

[cxm1024's solution](#)

727.

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

[cxm1024's solution](#)

728.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cxm1024's solution](#)

729.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 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

[cxm1024's solution](#)

730.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[cxm1024's solution](#)

731.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[cxm1024's solution](#)

732.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[cxm1024's solution](#)

733.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[cxm1024's solution](#)

734.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[cxm1024's solution](#)

735.

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

[cxm1024's solution](#)

736.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[cxm1024's solution](#)

737.

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

[cxm1024's solution](#)

738.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[cxm1024's solution](#)

739.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[cxm1024's solution](#)

740.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[cxm1024's solution](#)

741.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[cxm1024's solution](#)

742.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cxm1024's solution](#)

743.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[cxm1024's solution](#)

744.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cxm1024's solution](#)

745.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[cxm1024's solution](#)

746.

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees
[cxm1024's solution](#)

747.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[cxm1024's solution](#)

748.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[cxm1024's solution](#)

749.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[cxm1024's solution](#)

750.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[cxm1024's solution](#)

751.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[cxm1024's solution](#)

752.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[cxm1024's solution](#)

753.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings
[cxm1024's solution](#)

754.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2023-08-13 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, strings
[cxm1024's solution](#)

755.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-10-01 · last AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[cxm1024's solution](#)

756.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[cxm1024's solution](#)

757.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[cxm1024's solution](#)

758.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[cxm1024's solution](#)

759.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[cxm1024's solution](#)

760.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cxm1024's solution](#)

761.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[cxm1024's solution](#)

762.

1808D

[Petya, Petya, Petr. and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[cxm1024's solution](#)

763.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[cxm1024's solution](#)

764.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[cxm1024's solution](#)

765.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cxm1024's solution](#)

766.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[cxm1024's solution](#)

767.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[cxm1024's solution](#)

768.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search
[cxm1024's solution](#)

769.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2023-01-19 · last AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cxm1024's solution](#)

770.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxm1024's solution](#)

771.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-04-27 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[cxm1024's solution](#)

772.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[cxm1024's solution](#)

773.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[cxm1024's solution](#)

774.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
[cxm1024's solution](#)

775.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[cxm1024's solution](#)

776.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[cxm1024's solution](#)

777.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, dsu
[cxm1024's solution](#)

778.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[cxm1024's solution](#)

779.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[cxm1024's solution](#)

780.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths
[cxm1024's solution](#)

781.

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings
[cxm1024's solution](#)

782.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[cxm1024's solution](#)

783.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[cxm1024's solution](#)

784.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[cxm1024's solution](#)

785.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[cxm1024's solution](#)

786.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory, trees

[cxm1024's solution](#)

787.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[cxm1024's solution](#)

788.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[cxm1024's solution](#)

789.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cxm1024's solution](#)

790.

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

[cxm1024's solution](#)

791.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[cxm1024's solution](#)

792.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-10-26 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[cxm1024's solution](#)

793.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cxm1024's solution](#)

794.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cxm1024's solution](#)

795.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[cxm1024's solution](#)

796.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs
[cxm1024's solution](#)

797.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[cxm1024's solution](#)

798.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search
[cxm1024's solution](#)

799.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[cxm1024's solution](#)

800.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees
[cxm1024's solution](#)

801.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[cxm1024's solution](#)

802.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp
[cxm1024's solution](#)

803.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cxm1024's solution](#)

804.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[cxm1024's solution](#)

805.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[cxm1024's solution](#)

806.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[cxm1024's solution](#)

807.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[cxm1024's solution](#)

808.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[cxm1024's solution](#)

809.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: flows

[cxm1024's solution](#)

810.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[cxm1024's solution](#)

811.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-17 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cxm1024's solution](#)

812.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[cxm1024's solution](#)

813.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[cxm1024's solution](#)

814.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[cxm1024's solution](#)

815.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs,

trees

[cxm1024's solution](#)

816.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[cxm1024's solution](#)

817.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[cxm1024's solution](#)

818.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[cxm1024's solution](#)

819.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cxm1024's solution](#)

820.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[cxm1024's solution](#)

821.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[cxm1024's solution](#)

822.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cxm1024's solution](#)

823.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-08-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxm1024's solution](#)

824.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, strings

[cxm1024's solution](#)

825.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[cxm1024's solution](#)

826.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[cxm1024's solution](#)

827.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[cxm1024's solution](#)

828.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[cxm1024's solution](#)

829.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[cxm1024's solution](#)

830.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[cxm1024's solution](#)

831.

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

[cxm1024's solution](#)

832.

2079C

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

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[cxm1024's solution](#)

833.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cxm1024's solution](#)

834.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[cxm1024's solution](#)

835.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[cxm1024's solution](#)

836.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

837.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[cxm1024's solution](#)

838.

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

[cxm1024's solution](#)

839.

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

[cxm1024's solution](#)

840.

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

[cxm1024's solution](#)

841.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[cxm1024's solution](#)

842.

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

[cxm1024's solution](#)

843.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[cxm1024's solution](#)

844.

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

[cxm1024's solution](#)

845.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[cxm1024's solution](#)

846.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[cxm1024's solution](#)

847.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[cxm1024's solution](#)

848.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cxm1024's solution](#)

849.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cxm1024's solution](#)

850.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[cxm1024's solution](#)

851.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[cxm1024's solution](#)

852.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[cxm1024's solution](#)

853.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[cxm1024's solution](#)

854.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[cxm1024's solution](#)

855.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[cxm1024's solution](#)

856.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[cxm1024's solution](#)

857.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cxm1024's solution](#)

858.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cxm1024's solution](#)

859.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[cxm1024's solution](#)

860.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

861.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[cxm1024's solution](#)

862.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[cxm1024's solution](#)

863.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[cxm1024's solution](#)

864.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[cxm1024's solution](#)

865.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[cxm1024's solution](#)

866.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · last AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[cxm1024's solution](#)

867.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy
[cxm1024's solution](#)

868.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[cxm1024's solution](#)

869.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers
[cxm1024's solution](#)

870.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[cxm1024's solution](#)

871.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
[cxm1024's solution](#)

872.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[cxm1024's solution](#)

873.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[cxm1024's solution](#)

874.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: flows
[cxm1024's solution](#)

875.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-05-25 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cxm1024's solution](#)

876.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[cxm1024's solution](#)

877.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[cxm1024's solution](#)

878.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

879.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cxm1024's solution](#)

880.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[cxm1024's solution](#)

881.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[cxm1024's solution](#)

882.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-10-28 · last AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[cxm1024's solution](#)

883.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

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884.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[cxm1024's solution](#)

885.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[cxm1024's solution](#)

886.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cxm1024's solution](#)

887.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[cxm1024's solution](#)

888.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[cxm1024's solution](#)

889.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[cxm1024's solution](#)

890.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[cxm1024's solution](#)

891.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-02-14 · last AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[cxm1024's solution](#)

892.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-03 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cxm1024's solution](#)

893.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[cxm1024's solution](#)

894.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[cxm1024's solution](#)

895.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cxm1024's solution](#)

896.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cxm1024's solution](#)

897.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[cxm1024's solution](#)

898.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[cxm1024's solution](#)

899.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[cxm1024's solution](#)

900.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-08-07 · last AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cxm1024's solution](#)

901.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[cxm1024's solution](#)

902.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cxm1024's solution](#)

903.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[cxm1024's solution](#)

904.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[cxm1024's solution](#)

905.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cxm1024's solution](#)

906.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2026-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[cxm1024's solution](#)

907.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cxm1024's solution](#)

908.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[cxm1024's solution](#)

909.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[cxm1024's solution](#)

910.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[cxm1024's solution](#)

911.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[cxm1024's solution](#)

912.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[cxm1024's solution](#)

913.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

914.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[cxm1024's solution](#)

915.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[cxm1024's solution](#)

916.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cxm1024's solution](#)

917.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[cxm1024's solution](#)

918.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[cxm1024's solution](#)

919.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[cxm1024's solution](#)

920.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[cxm1024's solution](#)

921.

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

[cxm1024's solution](#)

922.

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

[cxm1024's solution](#)

923.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[cxm1024's solution](#)

924.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[cxm1024's solution](#)

925.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[cxm1024's solution](#)

926.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[cxm1024's solution](#)

927.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cxm1024's solution](#)

928.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures
[cxm1024's solution](#)

929.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices
[cxm1024's solution](#)

930.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[cxm1024's solution](#)

931.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cxm1024's solution](#)

932.

1912H

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

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[cxm1024's solution](#)

933.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[cxm1024's solution](#)

934.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[cxm1024's solution](#)

935.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[cxm1024's solution](#)

936.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[cxm1024's solution](#)

937.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cxm1024's solution](#)

938.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[cxm1024's solution](#)

939.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[cxm1024's solution](#)

940.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[cxm1024's solution](#)

941.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[cxm1024's solution](#)

942.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[cxm1024's solution](#)

943.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[cxm1024's solution](#)

944.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[cxm1024's solution](#)

945.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[cxm1024's solution](#)

946.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-02-19 · last AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[cxm1024's solution](#)

947.

304E

[Minimum Modular](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory

[cxm1024's solution](#)

948.

1886E

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

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[cxm1024's solution](#)

949.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[cxm1024's solution](#)

950.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[cxm1024's solution](#)

951.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[cxm1024's solution](#)

952.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[cxm1024's solution](#)

953.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[cxm1024's solution](#)

954.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar,

graphs, shortest paths

[cxm1024's solution](#)

955.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cxm1024's solution](#)

956.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[cxm1024's solution](#)

957.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[cxm1024's solution](#)

958.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[cxm1024's solution](#)

959.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[cxm1024's solution](#)

960.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cxm1024's solution](#)

961.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[cxm1024's solution](#)

962.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[cxm1024's solution](#)

963.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cxm1024's solution](#)

964.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[cxm1024's solution](#)

965.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[cxm1024's solution](#)

966.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[cxm1024's solution](#)

967.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[cxm1024's solution](#)

968.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[cxm1024's solution](#)

969.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[cxm1024's solution](#)

970.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[cxm1024's solution](#)

971.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[cxm1024's solution](#)

972.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[cxm1024's solution](#)

973.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[cxm1024's solution](#)

974.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[cxm1024's solution](#)

975.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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976.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[cxm1024's solution](#)

977.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
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978.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
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979.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[cxm1024's solution](#)

980.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[cxm1024's solution](#)

981.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[cxm1024's solution](#)

982.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[cxm1024's solution](#)

983.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[cxm1024's solution](#)

984.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[cxm1024's solution](#)

985.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[cxm1024's solution](#)

986.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cxm1024's solution](#)

987.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[cxm1024's solution](#)

988.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[cxm1024's solution](#)

989.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[cxm1024's solution](#)

990.

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

[cxm1024's solution](#)

991.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[cxm1024's solution](#)

992.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cxm1024's solution](#)

993.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cxm1024's solution](#)

994.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[cxm1024's solution](#)

995.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cxm1024's solution](#)

996.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cxm1024's solution](#)

997.

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

[cxm1024's solution](#)

998.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[cxm1024's solution](#)

999.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[cxm1024's solution](#)

1000.

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

[cxm1024's solution](#)

1001.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[cxm1024's solution](#)

1002.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[cxm1024's solution](#)

1003.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[cxm1024's solution](#)

1004.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy,

implementation, sortings, trees

[cxm1024's solution](#)

1005.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cxm1024's solution](#)

1006.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

1007.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[cxm1024's solution](#)

1008.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[cxm1024's solution](#)

1009.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cxm1024's solution](#)

1010.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cxm1024's solution](#)

1011.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[cxm1024's solution](#)

1012.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cxm1024's solution](#)

1013.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1014.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft

[cxm1024's solution](#)

1015.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[cxm1024's solution](#)

1016.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[cxm1024's solution](#)

1017.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[cxm1024's solution](#)

1018.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1019.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

1020.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[cxm1024's solution](#)

1021.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[cxm1024's solution](#)

1022.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[cxm1024's solution](#)

1023.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[cxm1024's solution](#)

1024.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[cxm1024's solution](#)

1025.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[cxm1024's solution](#)

1026.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[cxm1024's solution](#)

1027.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cxm1024's solution](#)

1028.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[cxm1024's solution](#)

1029.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

1030.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[cxm1024's solution](#)

1031.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cxm1024's solution](#)

1032.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[cxm1024's solution](#)

1033.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[cxm1024's solution](#)

1034.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[cxm1024's solution](#)

1035.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[cxm1024's solution](#)

1036.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy
[cxm1024's solution](#)

1037.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[cxm1024's solution](#)

1038.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[cxm1024's solution](#)

1039.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[cxm1024's solution](#)

1040.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
[cxm1024's solution](#)

1041.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[cxm1024's solution](#)

1042.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[cxm1024's solution](#)

1043.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs
[cxm1024's solution](#)

1044.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · last AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[cxm1024's solution](#)

1045.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[cxm1024's solution](#)

1046.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[cxm1024's solution](#)

1047.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[cxm1024's solution](#)

1048.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[cxm1024's solution](#)

1049.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cxm1024's solution](#)

1050.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cxm1024's solution](#)

1051.

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[cxm1024's solution](#)

1052.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[cxm1024's solution](#)

1053.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[cxm1024's solution](#)

1054.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[cxm1024's solution](#)

1055.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[cxm1024's solution](#)

1056.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy
[cxm1024's solution](#)

1057.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[cxm1024's solution](#)

1058.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[cxm1024's solution](#)

1059.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[cxm1024's solution](#)

1060.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[cxm1024's solution](#)

1061.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[cxm1024's solution](#)

1062.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[cxm1024's solution](#)

1063.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[cxm1024's solution](#)

1064.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[cxm1024's solution](#)

1065.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cxm1024's solution](#)

1066.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[cxm1024's solution](#)

1067.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[cxm1024's solution](#)

1068.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[cxm1024's solution](#)

1069.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[cxm1024's solution](#)

1070.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[cxm1024's solution](#)

1071.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[cxm1024's solution](#)

1072.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[cxm1024's solution](#)

1073.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[cxm1024's solution](#)

1074.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-11-21 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[cxm1024's solution](#)

1075.

1828E

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

Rating: 2600 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, strings

[cxm1024's solution](#)

1076.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[cxm1024's solution](#)

1077.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[cxm1024's solution](#)

1078.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[cxm1024's solution](#)

1079.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[cxm1024's solution](#)

1080.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[cxm1024's solution](#)

1081.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[cxm1024's solution](#)

1082.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[cxm1024's solution](#)

1083.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cxm1024's solution](#)

1084.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[cxm1024's solution](#)

1085.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[cxm1024's solution](#)

1086.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[cxm1024's solution](#)

1087.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cxm1024's solution](#)

1088.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-11-28 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[cxm1024's solution](#)

1089.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cxm1024's solution](#)

1090.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[cxm1024's solution](#)

1091.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[cxm1024's solution](#)

1092.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[cxm1024's solution](#)

1093.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[cxm1024's solution](#)

1094.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[cxm1024's solution](#)

1095.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[cxm1024's solution](#)

1096.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[cxm1024's solution](#)

1097.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[cxm1024's solution](#)

1098.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[cxm1024's solution](#)

1099.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cxm1024's solution](#)

1100.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[cxm1024's solution](#)

1101.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cxm1024's solution](#)

1102.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[cxm1024's solution](#)

1103.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cxm1024's solution](#)

1104.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[cxm1024's solution](#)

1105.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[cxm1024's solution](#)

1106.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[cxm1024's solution](#)

1107.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[cxm1024's solution](#)

1108.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[cxm1024's solution](#)

1109.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cxm1024's solution](#)

1110.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[cxm1024's solution](#)

1111.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[cxm1024's solution](#)

1112.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows
[cxm1024's solution](#)

1113.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[cxm1024's solution](#)

1114.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[cxm1024's solution](#)

1115.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[cxm1024's solution](#)

1116.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[cxm1024's solution](#)

1117.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-04-22 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[cxm1024's solution](#)

1118.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[cxm1024's solution](#)

1119.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[cxm1024's solution](#)

1120.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[cxm1024's solution](#)

1121.

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

[cxm1024's solution](#)

1122.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[cxm1024's solution](#)

1123.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cxm1024's solution](#)

1124.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[cxm1024's solution](#)

1125.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[cxm1024's solution](#)

1126.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[cxm1024's solution](#)

1127.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[cxm1024's solution](#)

1128.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cxm1024's solution](#)

1129.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-08-18 · last AC: 2024-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[cxm1024's solution](#)

1130.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[cxm1024's solution](#)

1131.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[cxm1024's solution](#)

1132.

1642F

[Two Arrays](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, math, two pointers

[cxm1024's solution](#)

1133.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[cxm1024's solution](#)

1134.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[cxm1024's solution](#)

1135.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[cxm1024's solution](#)

1136.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs

[cxm1024's solution](#)

1137.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[cxm1024's solution](#)

1138.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[cxm1024's solution](#)

1139.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cxm1024's solution](#)

1140.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[cxm1024's solution](#)

1141.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cxm1024's solution](#)

1142.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[cxm1024's solution](#)

1143.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cxm1024's solution](#)

1144.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

1145.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[cxm1024's solution](#)

1146.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[cxm1024's solution](#)

1147.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[cxm1024's solution](#)

1148.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[cxm1024's solution](#)

1149.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[cxm1024's solution](#)

1150.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities
[cxm1024's solution](#)

1151.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[cxm1024's solution](#)

1152.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[cxm1024's solution](#)

1153.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[cxm1024's solution](#)

1154.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[cxm1024's solution](#)

1155.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[cxm1024's solution](#)

1156.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, probabilities, two pointers
[cxm1024's solution](#)

1157.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[cxm1024's solution](#)

1158.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[cxm1024's solution](#)

1159.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[cxm1024's solution](#)

1160.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, two pointers

[cxm1024's solution](#)

1161.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2023-01-23 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[cxm1024's solution](#)

1162.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[cxm1024's solution](#)

1163.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[cxm1024's solution](#)

1164.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[cxm1024's solution](#)

1165.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[cxm1024's solution](#)

1166.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cxm1024's solution](#)

1167.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, trees

[cxm1024's solution](#)

1168.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

1169.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math

[cxm1024's solution](#)

1170.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[cxm1024's solution](#)

1171.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[cxm1024's solution](#)

1172.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[cxm1024's solution](#)

1173.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[cxm1024's solution](#)

1174.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[cxm1024's solution](#)

1175.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[cxm1024's solution](#)

1176.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[cxm1024's solution](#)

1177.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[cxm1024's solution](#)

1178.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[cxm1024's solution](#)

1179.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[cxm1024's solution](#)

1180.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[cxm1024's solution](#)

1181.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[cxm1024's solution](#)

1182.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cxm1024's solution](#)

1183.

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

[cxm1024's solution](#)

1184.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[cxm1024's solution](#)

1185.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[cxm1024's solution](#)

1186.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cxm1024's solution](#)

1187.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[cxm1024's solution](#)

1188.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[cxm1024's solution](#)

1189.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[cxm1024's solution](#)

1190.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy
[cxm1024's solution](#)

1191.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cxm1024's solution](#)

1192.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cxm1024's solution](#)

1193.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[cxm1024's solution](#)

1194.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[cxm1024's solution](#)

1195.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[cxm1024's solution](#)

1196.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[cxm1024's solution](#)

1197.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[cxm1024's solution](#)

1198.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[cxm1024's solution](#)

1199.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[cxm1024's solution](#)

1200.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cxm1024's solution](#)

1201.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[cxm1024's solution](#)

1202.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[cxm1024's solution](#)

1203.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cxm1024's solution](#)

1204.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[cxm1024's solution](#)

1205.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[cxm1024's solution](#)

1206.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-08-27 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cxm1024's solution](#)

1207.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[cxm1024's solution](#)

1208.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cxm1024's solution](#)

1209.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[cxm1024's solution](#)

1210.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[cxm1024's solution](#)

1211.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cxm1024's solution](#)

1212.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[cxm1024's solution](#)

1213.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

1214.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[cxm1024's solution](#)

1215.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cxm1024's solution](#)

1216.

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxm1024's solution](#)

1217.

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

[cxm1024's solution](#)

1218.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[cxm1024's solution](#)

1219.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cxm1024's solution](#)

1220.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[cxm1024's solution](#)

1221.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[cxm1024's solution](#)

1222.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[cxm1024's solution](#)

1223.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings
[cxm1024's solution](#)

1224.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[cxm1024's solution](#)

1225.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows
[cxm1024's solution](#)

1226.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[cxm1024's solution](#)

1227.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: flows
[cxm1024's solution](#)

1228.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[cxm1024's solution](#)

1229.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[cxm1024's solution](#)

1230.

686E

[Optimal Point](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[cxm1024's solution](#)

1231.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-11-12 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[cxm1024's solution](#)

1232.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[cxm1024's solution](#)

1233.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[cxm1024's solution](#)

1234.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[cxm1024's solution](#)

1235.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[cxm1024's solution](#)

1236.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[cxm1024's solution](#)

1237.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows
[cxm1024's solution](#)

1238.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[cxm1024's solution](#)

1239.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[cxm1024's solution](#)

1240.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cxm1024's solution](#)

1241.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[cxm1024's solution](#)

1242.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[cxm1024's solution](#)

1243.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[cxm1024's solution](#)

1244.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[cxm1024's solution](#)

1245.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[cxm1024's solution](#)

1246.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[cxm1024's solution](#)

1247.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[cxm1024's solution](#)

1248.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[cxm1024's solution](#)

1249.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[cxm1024's solution](#)

1250.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[cxm1024's solution](#)

1251.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxm1024's solution](#)

1252.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[cxm1024's solution](#)

1253.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[cxm1024's solution](#)

1254.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[cxm1024's solution](#)

1255.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[cxm1024's solution](#)

1256.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cxm1024's solution](#)

1257.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[cxm1024's solution](#)

1258.

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

[cxm1024's solution](#)

1259.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[cxm1024's solution](#)

1260.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cxm1024's solution](#)

1261.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[cxm1024's solution](#)

1262.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[cxm1024's solution](#)

1263.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[cxm1024's solution](#)

1264.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[cxm1024's solution](#)

1265.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cxm1024's solution](#)

1266.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cxm1024's solution](#)

1267.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[cxm1024's solution](#)

1268.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[cxm1024's solution](#)

1269.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[cxm1024's solution](#)

1270.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[cxm1024's solution](#)

1271.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[cxm1024's solution](#)

1272.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[cxm1024's solution](#)

1273.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy
[cxm1024's solution](#)

1274.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[cxm1024's solution](#)

1275.

102984B

[Kosaga's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxm1024's solution](#)

1276.

100402F

[Reversing Prefixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxm1024's solution](#)

1277.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxm1024's solution](#)

1278.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1279.

103993B

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

Rating: — · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1280.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1281.

100532J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1282.

102443E

[Hide-and-Seek for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1283.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1284.

104345M

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

Rating: — · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1285.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1286.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[cxm1024's solution](#)

1287.

100110G

[RLE Size](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1288.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1289.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1290.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1291.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1292.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1293.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1294.

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1295.

100069H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1296.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1297.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1298.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1299.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1300.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1301.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1302.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1303.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1304.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1305.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1306.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1307.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1308.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1309.

103993E

[d-Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1310.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1311.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1312.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1313.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1314.

100263B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1315.

100263F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1316.

100263K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1317.

100263I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1318.

100263H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1319.

100263L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1320.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1321.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1322.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1323.

undefined116

[Index of super-prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[cxm1024's solution](#)

1324.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[cxm1024's solution](#)

1325.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1326.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxm1024's solution](#)

1327.

100197E

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

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1328.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1329.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1330.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1331.

100506C

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

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1332.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1333.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1334.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1335.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1336.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1337.

397D

[On Sum of Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cxm1024's solution](#)

1338.

399D

[Painting The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1339.

399C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cxm1024's solution](#)

1340.

397C

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cxm1024's solution](#)

1341.

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[cxm1024's solution](#)

1342.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1343.

100202D

[Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1344.

100202G

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1345.

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1346.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · last AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1347.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1348.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1349.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxm1024's solution](#)

1350.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxm1024's solution](#)

1351.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxm1024's solution](#)

1352.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1353.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1354.

100069F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1355.

100069D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1356.

100069B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1357.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · last AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1358.

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1359.

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1360.

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1361.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1362.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1363.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1364.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxm1024's solution](#)

1365.

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxm1024's solution](#)

1366.

103115A

[chino with string](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxm1024's solution](#)

1367.

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxm1024's solution](#)

1368.

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxm1024's solution](#)

1369.

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1370.

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxm1024's solution](#)

1371.

103115D

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