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Unique solved — dinohaur

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

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Filters: none

Count: 1,877

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[dinohaur's solution](#)

2.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,766 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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3.

2210A

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

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4.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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5.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[dinohaur's solution](#)

6.

2193B

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

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[dinohaur's solution](#)

7.

2193A

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

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[dinohaur's solution](#)

8.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
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9.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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10.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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11.

1657A

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12.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[dinothaur's solution](#)

13.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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14.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

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[dinothaur's solution](#)

15.

1646B

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16.

1646A

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[dinothaur's solution](#)

17.

1651B

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18.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[dinothaur's solution](#)

19.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

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[dinothaur's solution](#)

20.

1712B

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

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[dinothaur's solution](#)

21.

1712A

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

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22.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[dinothaur's solution](#)

23.

2180A

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24.

2143A

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25.

2173A

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26.

2158A

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27.

2170A

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28.

2157A

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29.

2171A

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30.

2163A

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31.

2164A

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[dinohour's solution](#)

32.

2154A

[Notelock](#) · [Tutorial](#)

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

[dinohour's solution](#)

33.

2152A

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34.

2147A

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35.

2144A

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36.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

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37.

1738A

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38.

2130A

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39.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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[dinohour's solution](#)

40.

2125A

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41.

2122A

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42.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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43.

2119A

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44.

1764A

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45.

2112A

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46.

2120A

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47.

2121B

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48.

2121A

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49.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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50.

2118A

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[dinothaur's solution](#)

51.

2117B

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Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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52.

2117A

[False Alarm](#) · [Tutorial](#)

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53.

2116A

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

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[dinohour's solution](#)

54.

2111A

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55.

2110A

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[dinohour's solution](#)

56.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[dinohour's solution](#)

57.

2109A

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[dinohour's solution](#)

58.

2029A

[Set](#) · [Tutorial](#)

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[dinohour's solution](#)

59.

2107A

[LRC and VIP](#) · [Tutorial](#)

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[dinohour's solution](#)

60.

2104A

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61.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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62.

2103A

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Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dinohour's solution](#)

63.

2096A

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64.

2094B

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65.

2094A

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66.

2093A

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[dinohour's solution](#)

67.

2084A

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68.

2086A

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69.

2092A

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

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[dinohour's solution](#)

70.

2091B

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[dinohour's solution](#)

71.

2091A

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72.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

73.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[dinohour's solution](#)

74.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[dinoaur's solution](#)

75.

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dinoaur's solution](#)

76.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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77.

2067A

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78.

2059A

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79.

2043A

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80.

2055A

[Two Frogs](#) · [Tutorial](#)

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81.

2062A

[String](#) · [Tutorial](#)

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[dinoaur's solution](#)

82.

2063A

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83.

2040A

[Game of Division](#) · [Tutorial](#)

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84.

2061A

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Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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85.

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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86.

2053A

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87.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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88.

2047A

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89.

2042A

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90.

2032A

[Circuit](#) · [Tutorial](#)

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91.

2025A

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92.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[dinothaur's solution](#)

93.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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94.

2010B

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Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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95.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dinohour's solution](#)

96.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dinohour's solution](#)

97.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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98.

2000B

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[dinohour's solution](#)

99.

2000A

[Primary Task](#) · [Tutorial](#)

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[dinohour's solution](#)

100.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[dinohour's solution](#)

101.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dinohour's solution](#)

102.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[dinohour's solution](#)

103.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dinohour's solution](#)

104.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dinohour's solution](#)

105.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dinohour's solution](#)

106.

1992B

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Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[dinothaur's solution](#)

107.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[dinothaur's solution](#)

108.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[dinothaur's solution](#)

109.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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110.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
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111.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,334 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
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112.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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113.

1980B

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Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[dinothaur's solution](#)

114.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[dinothaur's solution](#)

115.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[dinothaur's solution](#)

116.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

117.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[dinothaur's solution](#)

118.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[dinothaur's solution](#)

119.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinothaur's solution](#)

120.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[dinothaur's solution](#)

121.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,199 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[dinothaur's solution](#)

122.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[dinothaur's solution](#)

123.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[dinothaur's solution](#)

124.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[dinothaur's solution](#)

125.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

126.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[dinothaur's solution](#)

127.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[dinothaur's solution](#)

128.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[dinothaur's solution](#)

129.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

130.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

131.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[dinothaur's solution](#)

132.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[dinothaur's solution](#)

133.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[dinothaur's solution](#)

134.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[dinothaur's solution](#)

135.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinothaur's solution](#)

136.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dinothaur's solution](#)

137.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinothaur's solution](#)

138.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinothaur's solution](#)

139.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinothaur's solution](#)

140.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

141.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dinothaur's solution](#)

142.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

143.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[dinothaur's solution](#)

144.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[dinothaur's solution](#)

145.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dinothaur's solution](#)

146.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[dinothaur's solution](#)

147.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dinothaur's solution](#)

148.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinothaur's solution](#)

149.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dinothaur's solution](#)

150.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[dinothaur's solution](#)

151.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[dinothaur's solution](#)

152.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dinothaur's solution](#)

153.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dinothaur's solution](#)

154.

1928A

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Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[dinothaur's solution](#)

155.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[dinothaur's solution](#)

156.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[dinothaur's solution](#)

157.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dinothaur's solution](#)

158.

1589A

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

Rating: 800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[dinothaur's solution](#)

159.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[dinothaur's solution](#)

160.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[dinothaur's solution](#)

161.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dinothaur's solution](#)

162.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

163.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[dinothaur's solution](#)

164.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[dinothaur's solution](#)

165.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

166.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dinothaur's solution](#)

167.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,625 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[dinothaur's solution](#)

168.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,092 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[dinothaur's solution](#)

169.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[dinohour's solution](#)

170.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinohour's solution](#)

171.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[dinohour's solution](#)

172.

1898A

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

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

173.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dinohour's solution](#)

174.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[dinohour's solution](#)

175.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[dinohour's solution](#)

176.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinohour's solution](#)

177.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinohour's solution](#)

178.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinohour's solution](#)

179.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinohour's solution](#)

180.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinoaur's solution](#)

181.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[dinoaur's solution](#)

182.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinoaur's solution](#)

183.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dinoaur's solution](#)

184.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinoaur's solution](#)

185.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[dinoaur's solution](#)

186.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinoaur's solution](#)

187.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dinoaur's solution](#)

188.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers
[dinoaur's solution](#)

189.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation
[dinoaur's solution](#)

190.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,030 global accepts · Rating: 800 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dinoaur's solution](#)

191.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dinoaur's solution](#)

192.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dinoaur's solution](#)

193.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[dinoaur's solution](#)

194.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[dinoaur's solution](#)

195.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[dinoaur's solution](#)

196.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[dinoaur's solution](#)

197.

1831A

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

Quality: 46,300 global accepts · Rating: 800 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinoaur's solution](#)

198.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinoaur's solution](#)

199.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[dinoaur's solution](#)

200.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[dinoaur's solution](#)

201.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinoaur's solution](#)

202.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[dinohour's solution](#)

203.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinohour's solution](#)

204.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[dinohour's solution](#)

205.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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206.

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[dinohour's solution](#)

207.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinohour's solution](#)

208.

1855A

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

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinohour's solution](#)

209.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinohour's solution](#)

210.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[dinohour's solution](#)

211.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinohour's solution](#)

212.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[dinohour's solution](#)

213.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dinoaur's solution](#)

214.

1845A

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

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

[dinoaur's solution](#)

215.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[dinoaur's solution](#)

216.

1834A

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Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinoaur's solution](#)

217.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dinoaur's solution](#)

218.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[dinoaur's solution](#)

219.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dinoaur's solution](#)

220.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dinoaur's solution](#)

221.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dinoaur's solution](#)

222.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[dinoaur's solution](#)

223.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dinoaur's solution](#)

224.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dinoaur's solution](#)

225.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dinoaur's solution](#)

226.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[dinoaur's solution](#)

227.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[dinoaur's solution](#)

228.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dinoaur's solution](#)

229.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[dinoaur's solution](#)

230.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[dinoaur's solution](#)

231.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dinoaur's solution](#)

232.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[dinoaur's solution](#)

233.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[dinoaur's solution](#)

234.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dinoaur's solution](#)

235.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[dinoaur's solution](#)

236.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[dinoaur's solution](#)

237.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,928 global accepts · Rating: 800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[dinoaur's solution](#)

238.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[dinoaur's solution](#)

239.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[dinoaur's solution](#)

240.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[dinoaur's solution](#)

241.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dinoaur's solution](#)

242.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,454 global accepts · Rating: 800 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[dinoaur's solution](#)

243.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: strings
[dinoaur's solution](#)

244.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[dinoaur's solution](#)

245.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[dinohour's solution](#)

246.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

247.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,991 global accepts · Rating: 800 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[dinohour's solution](#)

248.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dinohour's solution](#)

249.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

250.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dinohour's solution](#)

251.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dinohour's solution](#)

252.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[dinohour's solution](#)

253.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dinohour's solution](#)

254.

1741A

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

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dinohour's solution](#)

255.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dinohour's solution](#)

256.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[dinohour's solution](#)

257.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dinohour's solution](#)

258.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dinohour's solution](#)

259.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dinohour's solution](#)

260.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dinohour's solution](#)

261.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dinohour's solution](#)

262.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[dinohour's solution](#)

263.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[dinohour's solution](#)

264.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dinohour's solution](#)

265.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[dinohour's solution](#)

266.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dinohour's solution](#)

267.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[dinohour's solution](#)

268.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dinohour's solution](#)

269.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[dinohour's solution](#)

270.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinohour's solution](#)

271.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dinohour's solution](#)

272.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dinohour's solution](#)

273.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[dinohour's solution](#)

274.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games
[dinohour's solution](#)

275.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[dinohour's solution](#)

276.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dinohour's solution](#)

277.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dinohour's solution](#)

278.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,747 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dinoaur's solution](#)

279.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dinoaur's solution](#)

280.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dinoaur's solution](#)

281.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[dinoaur's solution](#)

282.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: strings

[dinoaur's solution](#)

283.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dinoaur's solution](#)

284.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[dinoaur's solution](#)

285.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[dinoaur's solution](#)

286.

2210B

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

Quality: 17,542 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[dinoaur's solution](#)

287.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[dinoaur's solution](#)

288.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinoaur's solution](#)

289.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinohour's solution](#)

290.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[dinohour's solution](#)

291.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dinohour's solution](#)

292.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dinohour's solution](#)

293.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dinohour's solution](#)

294.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: strings
[dinohour's solution](#)

295.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinohour's solution](#)

296.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[dinohour's solution](#)

297.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[dinohour's solution](#)

298.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinohour's solution](#)

299.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dinohour's solution](#)

300.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinothaur's solution](#)

301.

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[dinothaur's solution](#)

302.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[dinothaur's solution](#)

303.

2028A

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

Quality: 20,306 global accepts · Rating: 900 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dinothaur's solution](#)

304.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[dinothaur's solution](#)

305.

2007B

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

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

306.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[dinothaur's solution](#)

307.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dinothaur's solution](#)

308.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: games

[dinothaur's solution](#)

309.

1973A

[Chess For Three](#) · [Tutorial](#)

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

[dinothaur's solution](#)

310.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[dinothaur's solution](#)

311.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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312.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinothaur's solution](#)

313.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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314.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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315.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[dinothaur's solution](#)

316.

1918B

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Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[dinothaur's solution](#)

317.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[dinothaur's solution](#)

318.

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[dinothaur's solution](#)

319.

1896B

[AB Flipping](#) · [Tutorial](#)

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

320.

1875A

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

Quality: 46,997 global accepts · Rating: 900 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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321.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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322.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dinohour's solution](#)

323.

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dinohour's solution](#)

324.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[dinohour's solution](#)

325.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[dinohour's solution](#)

326.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinohour's solution](#)

327.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinohour's solution](#)

328.

1855B

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

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[dinohour's solution](#)

329.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[dinohour's solution](#)

330.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[dinohour's solution](#)

331.

1845B

[Come Together](#) · [Tutorial](#)

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

332.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[dinothaur's solution](#)

333.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[dinothaur's solution](#)

334.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

335.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[dinothaur's solution](#)

336.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dinothaur's solution](#)

337.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

338.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinothaur's solution](#)

339.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[dinothaur's solution](#)

340.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[dinothaur's solution](#)

341.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[dinothaur's solution](#)

342.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[dinothaur's solution](#)

343.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[dinothaur's solution](#)

344.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[dinothaur's solution](#)

345.

2217B

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

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

346.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[dinothaur's solution](#)

347.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
[dinothaur's solution](#)

348.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[dinothaur's solution](#)

349.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[dinothaur's solution](#)

350.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

351.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

352.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

353.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dinohour's solution](#)

354.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dinohour's solution](#)

355.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dinohour's solution](#)

356.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dinohour's solution](#)

357.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dinohour's solution](#)

358.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[dinohour's solution](#)

359.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinohour's solution](#)

360.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dinohour's solution](#)

361.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinohour's solution](#)

362.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dinohour's solution](#)

363.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[dinohour's solution](#)

364.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[dinothaur's solution](#)

365.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[dinothaur's solution](#)

366.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

367.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[dinothaur's solution](#)

368.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[dinothaur's solution](#)

369.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[dinothaur's solution](#)

370.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[dinothaur's solution](#)

371.

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

372.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[dinothaur's solution](#)

373.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[dinothaur's solution](#)

374.

1589B

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

Rating: 1000 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dinothaur's solution](#)

375.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dinothaur's solution](#)

376.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[dinothaur's solution](#)

377.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[dinothaur's solution](#)

378.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dinothaur's solution](#)

379.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dinothaur's solution](#)

380.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[dinothaur's solution](#)

381.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dinothaur's solution](#)

382.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

383.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dinothaur's solution](#)

384.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dinohour's solution](#)

385.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dinohour's solution](#)

386.

1849B

[Monsters](#) · [Tutorial](#)

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

[dinohour's solution](#)

387.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dinohour's solution](#)

388.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[dinohour's solution](#)

389.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

390.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dinohour's solution](#)

391.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

392.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[dinohour's solution](#)

393.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dinohour's solution](#)

394.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dinohour's solution](#)

395.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[dinohour's solution](#)

396.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[dinohour's solution](#)

397.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[dinohour's solution](#)

398.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[dinohour's solution](#)

399.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[dinohour's solution](#)

400.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[dinohour's solution](#)

401.

1786C

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

Rating: 1000 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dinohour's solution](#)

402.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dinohour's solution](#)

403.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dinohour's solution](#)

404.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[dinohour's solution](#)

405.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[dinohour's solution](#)

406.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[dinoaur's solution](#)

407.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[dinoaur's solution](#)

408.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[dinoaur's solution](#)

409.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[dinoaur's solution](#)

410.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dinoaur's solution](#)

411.

2173B

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

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[dinoaur's solution](#)

412.

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[dinoaur's solution](#)

413.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dinoaur's solution](#)

414.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dinoaur's solution](#)

415.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dinoaur's solution](#)

416.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[dinohour's solution](#)

417.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

418.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[dinohour's solution](#)

419.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[dinohour's solution](#)

420.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[dinohour's solution](#)

421.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[dinohour's solution](#)

422.

2107B

[Apples in Boxes](#) · [Tutorial](#)

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

[dinohour's solution](#)

423.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[dinohour's solution](#)

424.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

425.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[dinohour's solution](#)

426.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[dinohour's solution](#)

427.

2084B

[MIN = GCD](#) · [Tutorial](#)

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

428.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[dinoaur's solution](#)

429.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[dinoaur's solution](#)

430.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[dinoaur's solution](#)

431.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dinoaur's solution](#)

432.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[dinoaur's solution](#)

433.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[dinoaur's solution](#)

434.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dinoaur's solution](#)

435.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[dinoaur's solution](#)

436.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[dinoaur's solution](#)

437.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[dinothaur's solution](#)

438.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[dinothaur's solution](#)

439.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dinothaur's solution](#)

440.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[dinothaur's solution](#)

441.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dinothaur's solution](#)

442.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dinothaur's solution](#)

443.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dinothaur's solution](#)

444.

1957B

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

Quality: 20,410 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[dinothaur's solution](#)

445.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dinothaur's solution](#)

446.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[dinothaur's solution](#)

447.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[dinohour's solution](#)

448.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[dinohour's solution](#)

449.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dinohour's solution](#)

450.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[dinohour's solution](#)

451.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[dinohour's solution](#)

452.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dinohour's solution](#)

453.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[dinohour's solution](#)

454.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[dinohour's solution](#)

455.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,014 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[dinohour's solution](#)

456.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[dinohour's solution](#)

457.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[dinohour's solution](#)

458.

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dinothaur's solution](#)

459.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinothaur's solution](#)

460.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[dinothaur's solution](#)

461.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[dinothaur's solution](#)

462.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[dinothaur's solution](#)

463.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
[dinothaur's solution](#)

464.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dinothaur's solution](#)

465.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

466.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[dinothaur's solution](#)

467.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinothaur's solution](#)

468.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[dinothaur's solution](#)

469.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dinothaur's solution](#)

470.

1800C2

[Powering the Hero \(hard version\) · Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

471.

1807G1

[Subsequence Addition \(Easy Version\) · Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[dinothaur's solution](#)

472.

1807G2

[Subsequence Addition \(Hard Version\) · Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[dinothaur's solution](#)

473.

1821B

[Sort the Subarray · Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[dinothaur's solution](#)

474.

1820B

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

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[dinothaur's solution](#)

475.

1797B

[Li Hua and Pattern · Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

476.

1811C

[Restore the Array · Tutorial](#)

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

477.

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dinothaur's solution](#)

478.

1788B

[Sum of Two Numbers · Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[dinothaur's solution](#)

479.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[dinothaur's solution](#)

480.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers
[dinothaur's solution](#)

481.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[dinothaur's solution](#)

482.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dinothaur's solution](#)

483.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[dinothaur's solution](#)

484.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings
[dinothaur's solution](#)

485.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[dinothaur's solution](#)

486.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[dinothaur's solution](#)

487.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dinothaur's solution](#)

488.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[dinothaur's solution](#)

489.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[dinothaur's solution](#)

490.

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[dinothaur's solution](#)

491.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dinothaur's solution](#)

492.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[dinothaur's solution](#)

493.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[dinothaur's solution](#)

494.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinothaur's solution](#)

495.

2170B

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

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinothaur's solution](#)

496.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[dinothaur's solution](#)

497.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[dinothaur's solution](#)

498.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dinothaur's solution](#)

499.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

500.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

501.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[dinoaur's solution](#)

502.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[dinoaur's solution](#)

503.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[dinoaur's solution](#)

504.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[dinoaur's solution](#)

505.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[dinoaur's solution](#)

506.

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinoaur's solution](#)

507.

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[dinoaur's solution](#)

508.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dinoaur's solution](#)

509.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings
[dinoaur's solution](#)

510.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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511.

2056C

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Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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512.

2053B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[dinohour's solution](#)

513.

2047C

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

Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[dinohour's solution](#)

514.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[dinohour's solution](#)

515.

2000D

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Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[dinohour's solution](#)

516.

2002C

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Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[dinohour's solution](#)

517.

1990B

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Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinohour's solution](#)

518.

1989B

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Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[dinohour's solution](#)

519.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[dinohour's solution](#)

520.

1975C

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Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[dinohour's solution](#)

521.

1987C

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Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dinohour's solution](#)

522.

1982C

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Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[dinothaur's solution](#)

523.

1982B

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Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[dinothaur's solution](#)

524.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[dinothaur's solution](#)

525.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

526.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: games
[dinothaur's solution](#)

527.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[dinothaur's solution](#)

528.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dinothaur's solution](#)

529.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[dinothaur's solution](#)

530.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

531.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[dinothaur's solution](#)

532.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dinothaur's solution](#)

533.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[dinothaur's solution](#)

534.

1922B

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Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[dinothaur's solution](#)

535.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[dinothaur's solution](#)

536.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinothaur's solution](#)

537.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[dinothaur's solution](#)

538.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[dinothaur's solution](#)

539.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[dinothaur's solution](#)

540.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dinothaur's solution](#)

541.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dinothaur's solution](#)

542.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dinothaur's solution](#)

543.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[dinothaur's solution](#)

544.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[dinothaur's solution](#)

545.

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[dinothaur's solution](#)

546.

1860B

[Fancy Coins](#) · [Tutorial](#)

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

[dinothaur's solution](#)

547.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dinothaur's solution](#)

548.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[dinothaur's solution](#)

549.

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[dinothaur's solution](#)

550.

1848B

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

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

[dinothaur's solution](#)

551.

1846C

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

Quality: 21,476 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[dinothaur's solution](#)

552.

1846D

[Rudolf and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[dinothaur's solution](#)

553.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings
[dinothaur's solution](#)

554.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[dinothaur's solution](#)

555.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings
[dinothaur's solution](#)

556.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

557.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[dinothaur's solution](#)

558.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[dinothaur's solution](#)

559.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[dinothaur's solution](#)

560.

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
[dinothaur's solution](#)

561.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[dinothaur's solution](#)

562.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dinothaur's solution](#)

563.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

564.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[dinothaur's solution](#)

565.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

566.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[dinothaur's solution](#)

567.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory
[dinothaur's solution](#)

568.

2208C

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

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[dinothaur's solution](#)

569.

2187A

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Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[dinothaur's solution](#)

570.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths
[dinothaur's solution](#)

571.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[dinothaur's solution](#)

572.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[dinothaur's solution](#)

573.

2170C

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

Quality: 11,247 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[dinothaur's solution](#)

574.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinothaur's solution](#)

575.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers
[dinothaur's solution](#)

576.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[dinothaur's solution](#)

577.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[dinothaur's solution](#)

578.

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[dinothaur's solution](#)

579.

2130C

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

Rating: 1300 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[dinothaur's solution](#)

580.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[dinothaur's solution](#)

581.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[dinothaur's solution](#)

582.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[dinothaur's solution](#)

583.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[dinothaur's solution](#)

584.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dinothaur's solution](#)

585.

2118C

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

Quality: 18,478 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[dinothaur's solution](#)

586.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[dinothaur's solution](#)

587.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dinothaur's solution](#)

588.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[dinothaur's solution](#)

589.

2086C

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

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

[dinothaur's solution](#)

590.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[dinothaur's solution](#)

591.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

592.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[dinothaur's solution](#)

593.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[dinohour's solution](#)

594.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[dinohour's solution](#)

595.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[dinohour's solution](#)

596.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dinohour's solution](#)

597.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[dinohour's solution](#)

598.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[dinohour's solution](#)

599.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinohour's solution](#)

600.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[dinohour's solution](#)

601.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinohour's solution](#)

602.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[dinohour's solution](#)

603.

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[dinothaur's solution](#)

604.

1973B

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

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

605.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[dinothaur's solution](#)

606.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[dinothaur's solution](#)

607.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[dinothaur's solution](#)

608.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[dinothaur's solution](#)

609.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

610.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[dinothaur's solution](#)

611.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[dinothaur's solution](#)

612.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[dinothaur's solution](#)

613.

1694C

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

Rating: 1300 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

614.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[dinothaur's solution](#)

615.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[dinothaur's solution](#)

616.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[dinothaur's solution](#)

617.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[dinothaur's solution](#)

618.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[dinothaur's solution](#)

619.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[dinothaur's solution](#)

620.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[dinothaur's solution](#)

621.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[dinothaur's solution](#)

622.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[dinothaur's solution](#)

623.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[dinothaur's solution](#)

624.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dinothaur's solution](#)

625.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[dinothaur's solution](#)

626.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[dinothaur's solution](#)

627.

1850F

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

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[dinothaur's solution](#)

628.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dinothaur's solution](#)

629.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[dinothaur's solution](#)

630.

600B

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

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[dinothaur's solution](#)

631.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dinothaur's solution](#)

632.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[dinothaur's solution](#)

633.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[dinothaur's solution](#)

634.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive

[dinothaur's solution](#)

635.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[dinothaur's solution](#)

636.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[dinothaur's solution](#)

637.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

638.

1816C

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

Rating: 1300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[dinothaur's solution](#)

639.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[dinothaur's solution](#)

640.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[dinothaur's solution](#)

641.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinothaur's solution](#)

642.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dinothaur's solution](#)

643.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[dinothaur's solution](#)

644.

1741D

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

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[dinothaur's solution](#)

645.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[dinothaur's solution](#)

646.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[dinothaur's solution](#)

647.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[dinothaur's solution](#)

648.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[dinothaur's solution](#)

649.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[dinothaur's solution](#)

650.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[dinothaur's solution](#)

651.

2173C

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

Quality: 12,386 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[dinothaur's solution](#)

652.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[dinothaur's solution](#)

653.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dinothaur's solution](#)

654.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[dinothaur's solution](#)

655.

2171C2

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

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[dinothaur's solution](#)

656.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[dinothaur's solution](#)

657.

2154C1

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

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

[dinothaur's solution](#)

658.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[dinothaur's solution](#)

659.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[dinothaur's solution](#)

660.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[dinothaur's solution](#)

661.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[dinothaur's solution](#)

662.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[dinothaur's solution](#)

663.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

664.

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[dinothaur's solution](#)

665.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[dinothaur's solution](#)

666.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[dinothaur's solution](#)

667.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[dinothaur's solution](#)

668.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[dinothaur's solution](#)

669.

2084C

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

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

670.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[dinothaur's solution](#)

671.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive
[dinothaur's solution](#)

672.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[dinothaur's solution](#)

673.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[dinothaur's solution](#)

674.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[dinoaur's solution](#)

675.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[dinoaur's solution](#)

676.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[dinoaur's solution](#)

677.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinoaur's solution](#)

678.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[dinoaur's solution](#)

679.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[dinoaur's solution](#)

680.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dinoaur's solution](#)

681.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[dinoaur's solution](#)

682.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[dinoaur's solution](#)

683.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dinoaur's solution](#)

684.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[dinothaur's solution](#)

685.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[dinothaur's solution](#)

686.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[dinothaur's solution](#)

687.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dinothaur's solution](#)

688.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[dinothaur's solution](#)

689.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dinothaur's solution](#)

690.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[dinothaur's solution](#)

691.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[dinothaur's solution](#)

692.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dinothaur's solution](#)

693.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[dinoaur's solution](#)

694.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[dinoaur's solution](#)

695.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinoaur's solution](#)

696.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[dinoaur's solution](#)

697.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[dinoaur's solution](#)

698.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dinoaur's solution](#)

699.

1894C

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

Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[dinoaur's solution](#)

700.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[dinoaur's solution](#)

701.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinoaur's solution](#)

702.

1860C

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

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

703.

1831C

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

Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[dinoaur's solution](#)

704.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[dinothaur's solution](#)

705.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[dinothaur's solution](#)

706.

1855C1

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

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

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707.

1844D

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Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

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708.

1847C

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Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

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709.

1845C

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

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710.

1837D

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711.

1825C

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Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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712.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

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713.

1805C

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Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[dinothaur's solution](#)

714.

1758C

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Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
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715.

1721C

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716.

1714E

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[dinothaur's solution](#)

717.

1706C

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Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[dinothaur's solution](#)

718.

1705C

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719.

1701C

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Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
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720.

1684C

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Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[dinothaur's solution](#)

721.

1739C

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Quality: 10,083 global accepts · Rating: 1500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
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722.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math
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723.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[dinothaur's solution](#)

724.

1651C

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

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[dinothaur's solution](#)

725.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[dinothaur's solution](#)

726.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[dinothaur's solution](#)

727.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[dinothaur's solution](#)

728.

2149E

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Quality: 9,275 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[dinothaur's solution](#)

729.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[dinothaur's solution](#)

730.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[dinothaur's solution](#)

731.

1738C

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Quality: 12,774 global accepts · Rating: 1500 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[dinothaur's solution](#)

732.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[dinothaur's solution](#)

733.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[dinothaur's solution](#)

734.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[dinothaur's solution](#)

735.

2107C

[Maximum Subarray Sum · Tutorial](#)

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

[dinothaur's solution](#)

736.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[dinothaur's solution](#)

737.

2093E

[Min Max MEX · Tutorial](#)

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[dinothaur's solution](#)

738.

2075C

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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[dinothaur's solution](#)

739.

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dinothaur's solution](#)

740.

2049C

[MEX Cycle · Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[dinothaur's solution](#)

741.

2067C

[Devyatkino · Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math

[dinothaur's solution](#)

742.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[dinothaur's solution](#)

743.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dinohour's solution](#)

744.

2026C

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Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[dinohour's solution](#)

745.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[dinohour's solution](#)

746.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dinohour's solution](#)

747.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinohour's solution](#)

748.

2001C

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Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[dinohour's solution](#)

749.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[dinohour's solution](#)

750.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[dinohour's solution](#)

751.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[dinohour's solution](#)

752.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[dinohour's solution](#)

753.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[dinohour's solution](#)

754.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[dinothaur's solution](#)

755.

1711C

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

Rating: 1500 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

756.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[dinothaur's solution](#)

757.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[dinothaur's solution](#)

758.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinothaur's solution](#)

759.

1891C

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Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[dinothaur's solution](#)

760.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
[dinothaur's solution](#)

761.

1882C

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Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[dinothaur's solution](#)

762.

1872E

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Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
[dinothaur's solution](#)

763.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[dinothaur's solution](#)

764.

1851E

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Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[dinothaur's solution](#)

765.

1858B

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Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
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766.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
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767.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[dinothaur's solution](#)

768.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[dinothaur's solution](#)

769.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

770.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dinothaur's solution](#)

771.

1776L

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Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
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772.

1789C

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Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
[dinothaur's solution](#)

773.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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774.

1791F

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Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[dinothaur's solution](#)

775.

1792C

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Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[dinothaur's solution](#)

776.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[dinothaur's solution](#)

777.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[dinothaur's solution](#)

778.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[dinothaur's solution](#)

779.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[dinothaur's solution](#)

780.

1814C

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Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dinothaur's solution](#)

781.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[dinothaur's solution](#)

782.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinothaur's solution](#)

783.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dinothaur's solution](#)

784.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dinothaur's solution](#)

785.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[dinothaur's solution](#)

786.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[dinothaur's solution](#)

787.

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[dinothaur's solution](#)

788.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[dinothaur's solution](#)

789.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[dinothaur's solution](#)

790.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[dinothaur's solution](#)

791.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[dinothaur's solution](#)

792.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[dinothaur's solution](#)

793.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

794.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dinoaur's solution](#)

795.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[dinoaur's solution](#)

796.

2085C

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

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[dinoaur's solution](#)

797.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[dinoaur's solution](#)

798.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dinoaur's solution](#)

799.

2084D

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

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

[dinoaur's solution](#)

800.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[dinoaur's solution](#)

801.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[dinoaur's solution](#)

802.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[dinoaur's solution](#)

803.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[dinoaur's solution](#)

804.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive

algorithms, greedy, math, two pointers

[dinothaur's solution](#)

805.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[dinothaur's solution](#)

806.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[dinothaur's solution](#)

807.

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[dinothaur's solution](#)

808.

2047D

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

Rating: 1600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[dinothaur's solution](#)

809.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[dinothaur's solution](#)

810.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[dinothaur's solution](#)

811.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dinothaur's solution](#)

812.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[dinothaur's solution](#)

813.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[dinothaur's solution](#)

814.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[dinothaur's solution](#)

815.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[dinothaur's solution](#)

816.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinothaur's solution](#)

817.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

818.

1946C

[Tree Cutting](#) · [Tutorial](#)

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

[dinothaur's solution](#)

819.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[dinothaur's solution](#)

820.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dinothaur's solution](#)

821.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[dinothaur's solution](#)

822.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dinothaur's solution](#)

823.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[dinothaur's solution](#)

824.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dinothaur's solution](#)

825.

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[dinothaur's solution](#)

826.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dinothaur's solution](#)

827.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[dinothaur's solution](#)

828.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[dinothaur's solution](#)

829.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[dinothaur's solution](#)

830.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[dinothaur's solution](#)

831.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
[dinothaur's solution](#)

832.

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[dinothaur's solution](#)

833.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[dinothaur's solution](#)

834.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dinothaur's solution](#)

835.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[dinothaur's solution](#)

836.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[dinothaur's solution](#)

837.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[dinothaur's solution](#)

838.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[dinothaur's solution](#)

839.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[dinothaur's solution](#)

840.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[dinothaur's solution](#)

841.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[dinothaur's solution](#)

842.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[dinothaur's solution](#)

843.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[dinothaur's solution](#)

844.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[dinothaur's solution](#)

845.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinothaur's solution](#)

846.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[dinothaur's solution](#)

847.

1802C

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

Rating: 1600 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[dinothaur's solution](#)

848.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[dinothaur's solution](#)

849.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings
[dinothaur's solution](#)

850.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[dinothaur's solution](#)

851.

1741E

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

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[dinothaur's solution](#)

852.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation
[dinothaur's solution](#)

853.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[dinothaur's solution](#)

854.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[dinothaur's solution](#)

855.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[dinothaur's solution](#)

856.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 1700 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[dinothaur's solution](#)

857.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[dinothaur's solution](#)

858.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dinothaur's solution](#)

859.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dinothaur's solution](#)

860.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[dinothaur's solution](#)

861.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[dinothaur's solution](#)

862.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[dinothaur's solution](#)

863.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[dinothaur's solution](#)

864.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dinothaur's solution](#)

865.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[dinothaur's solution](#)

866.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[dinothaur's solution](#)

867.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[dinothaur's solution](#)

868.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[dinothaur's solution](#)

869.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[dinothaur's solution](#)

870.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[dinothaur's solution](#)

871.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[dinothaur's solution](#)

872.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[dinothaur's solution](#)

873.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[dinothaur's solution](#)

874.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[dinothaur's solution](#)

875.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[dinohour's solution](#)

876.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[dinohour's solution](#)

877.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[dinohour's solution](#)

878.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dinohour's solution](#)

879.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[dinohour's solution](#)

880.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[dinohour's solution](#)

881.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
[dinohour's solution](#)

882.

2007D

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

Rating: 1700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees
[dinohour's solution](#)

883.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[dinohour's solution](#)

884.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[dinohour's solution](#)

885.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[dinothaur's solution](#)

886.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[dinothaur's solution](#)

887.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[dinothaur's solution](#)

888.

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[dinothaur's solution](#)

889.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[dinothaur's solution](#)

890.

1973C

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

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

[dinothaur's solution](#)

891.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[dinothaur's solution](#)

892.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[dinothaur's solution](#)

893.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[dinothaur's solution](#)

894.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[dinothaur's solution](#)

895.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[dinothaur's solution](#)

896.

1937C

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

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[dinothaur's solution](#)

897.

1694D

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

Rating: 1700 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dinothaur's solution](#)

898.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[dinothaur's solution](#)

899.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

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2208D1

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984.

1635D

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1720D1

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1870D

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1768D

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1859D

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1758D

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1845D

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1017.

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1739D

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1651D

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1718A2

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1038.

2022D1

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2089B1

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1047.

2117G

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2094H

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1079D

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1056.

2049D

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1057.

2066B

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1058.

2067E

[White Magic](#) · [Tutorial](#)

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1059.

2059D

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1060.

2040D

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1061.

2053E

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1062.

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1063.

2026D

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1064.

2018B

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1066.

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1067.

1949C

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1068.

2000F

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1069.

2002D1

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1070.

1991E

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1071.

1991D

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1072.

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1073.

1989D

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Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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1074.

1992F

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1075.

1980F1

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1076.

1977C

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1077.

1206D

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1078.

1747D

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1079.

1969D

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1080.

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1081.

1946D

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1082.

1717D

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1083.

1714F

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1084.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
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1085.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
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1086.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
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1087.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[dinothaur's solution](#)

1088.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[dinothaur's solution](#)

1089.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[dinothaur's solution](#)

1090.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[dinothaur's solution](#)

1091.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths
[dinothaur's solution](#)

1092.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dinothaur's solution](#)

1093.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths
[dinothaur's solution](#)

1094.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[dinoaur's solution](#)

1095.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math
[dinoaur's solution](#)

1096.

1891D

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

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

1097.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[dinoaur's solution](#)

1098.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[dinoaur's solution](#)

1099.

1855C2

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

Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinoaur's solution](#)

1100.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[dinoaur's solution](#)

1101.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[dinoaur's solution](#)

1102.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
[dinoaur's solution](#)

1103.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[dinoaur's solution](#)

1104.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[dinoaur's solution](#)

1105.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[dinothaur's solution](#)

1106.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[dinothaur's solution](#)

1107.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[dinothaur's solution](#)

1108.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dinothaur's solution](#)

1109.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dinothaur's solution](#)

1110.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[dinothaur's solution](#)

1111.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[dinothaur's solution](#)

1112.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dinothaur's solution](#)

1113.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[dinothaur's solution](#)

1114.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[dinothaur's solution](#)

1115.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
[dinothaur's solution](#)

1116.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[dinothaur's solution](#)

1117.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[dinothaur's solution](#)

1118.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[dinothaur's solution](#)

1119.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[dinothaur's solution](#)

1120.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings
[dinothaur's solution](#)

1121.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[dinothaur's solution](#)

1122.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[dinothaur's solution](#)

1123.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[dinothaur's solution](#)

1124.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[dinothaur's solution](#)

1125.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[dinoaur's solution](#)

1126.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[dinoaur's solution](#)

1127.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[dinoaur's solution](#)

1128.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[dinoaur's solution](#)

1129.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[dinoaur's solution](#)

1130.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[dinoaur's solution](#)

1131.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[dinoaur's solution](#)

1132.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[dinoaur's solution](#)

1133.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[dinoaur's solution](#)

1134.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[dinothaur's solution](#)

1135.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[dinothaur's solution](#)

1136.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[dinothaur's solution](#)

1137.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[dinothaur's solution](#)

1138.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[dinothaur's solution](#)

1139.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[dinothaur's solution](#)

1140.

2154C2

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

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

[dinothaur's solution](#)

1141.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[dinothaur's solution](#)

1142.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[dinothaur's solution](#)

1143.

2130E2

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

Rating: 2000 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[dinothaur's solution](#)

1144.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[dinothaur's solution](#)

1145.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[dinothaur's solution](#)

1146.

2085D

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

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[dinothaur's solution](#)

1147.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[dinothaur's solution](#)

1148.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[dinothaur's solution](#)

1149.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[dinothaur's solution](#)

1150.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[dinothaur's solution](#)

1151.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[dinothaur's solution](#)

1152.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dinothaur's solution](#)

1153.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[dinothaur's solution](#)

1154.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[dinothaur's solution](#)

1155.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[dinothaur's solution](#)

1156.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[dinothaur's solution](#)

1157.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[dinothaur's solution](#)

1158.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dinothaur's solution](#)

1159.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[dinothaur's solution](#)

1160.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

1161.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[dinothaur's solution](#)

1162.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[dinothaur's solution](#)

1163.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dinothaur's solution](#)

1164.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[dinhaur's solution](#)

1165.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[dinhaur's solution](#)

1166.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[dinhaur's solution](#)

1167.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[dinhaur's solution](#)

1168.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[dinhaur's solution](#)

1169.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinhaur's solution](#)

1170.

1944D

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

Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[dinhaur's solution](#)

1171.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dinhaur's solution](#)

1172.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[dinhaur's solution](#)

1173.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[dinhaur's solution](#)

1174.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers
[dinothaur's solution](#)

1175.

1589D

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

Rating: 2000 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math
[dinothaur's solution](#)

1176.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[dinothaur's solution](#)

1177.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[dinothaur's solution](#)

1178.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math
[dinothaur's solution](#)

1179.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[dinothaur's solution](#)

1180.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[dinothaur's solution](#)

1181.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[dinothaur's solution](#)

1182.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1183.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[dinothaur's solution](#)

1184.

1867E1

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Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
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1185.

1872G

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Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dinothaur's solution](#)

1186.

1862G

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Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
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1187.

1857G

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Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[dinothaur's solution](#)

1188.

1851G

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Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
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1189.

600D

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Quality: 2,704 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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1190.

598E

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Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[dinothaur's solution](#)

1191.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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1192.

1741F

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[dinothaur's solution](#)

1193.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[dinothaur's solution](#)

1194.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[dinothaur's solution](#)

1195.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[dinothaur's solution](#)

1196.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[dinothaur's solution](#)

1197.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[dinothaur's solution](#)

1198.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[dinothaur's solution](#)

1199.

164B

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

Quality: 529 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[dinothaur's solution](#)

1200.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[dinothaur's solution](#)

1201.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[dinothaur's solution](#)

1202.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
[dinothaur's solution](#)

1203.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[dinothaur's solution](#)

1204.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[dinothaur's solution](#)

1205.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[dinothaur's solution](#)

1206.

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dinothaur's solution](#)

1207.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[dinothaur's solution](#)

1208.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees
[dinothaur's solution](#)

1209.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[dinothaur's solution](#)

1210.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[dinothaur's solution](#)

1211.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[dinothaur's solution](#)

1212.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[dinothaur's solution](#)

1213.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[dinothaur's solution](#)

1214.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[dinothaur's solution](#)

1215.

2169D2

[Removal of a Sequence \(Hard Version\) · Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[dinothaur's solution](#)**1216.**

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[dinothaur's solution](#)**1217.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[dinothaur's solution](#)**1218.**

2159B

[Rectangles · Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[dinothaur's solution](#)**1219.**

2152E

[Monotone Subsequence · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[dinothaur's solution](#)**1220.**

2149G

[Buratsuta 3 · Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[dinothaur's solution](#)**1221.**

2150C

[Limited Edition Shop · Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dinothaur's solution](#)**1222.**

1975E

[Chain Queries · Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[dinothaur's solution](#)**1223.**

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[dinothaur's solution](#)**1224.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dinoaur's solution](#)

1225.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1226.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[dinoaur's solution](#)

1227.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[dinoaur's solution](#)

1228.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[dinoaur's solution](#)

1229.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dinoaur's solution](#)

1230.

2107D

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

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

[dinoaur's solution](#)

1231.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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1232.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[dinoaur's solution](#)

1233.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[dinoaur's solution](#)

1234.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dinohour's solution](#)

1235.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dinohour's solution](#)

1236.

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[dinohour's solution](#)

1237.

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[dinohour's solution](#)

1238.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[dinohour's solution](#)

1239.

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[dinohour's solution](#)

1240.

2000G

[Call During the Journey · Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[dinohour's solution](#)

1241.

1761D

[Carry Bit · Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dinohour's solution](#)

1242.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[dinohour's solution](#)

1243.

1948E

[Clique Partition · Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[dinohour's solution](#)

1244.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[dinothaur's solution](#)

1245.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[dinothaur's solution](#)

1246.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[dinothaur's solution](#)

1247.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[dinothaur's solution](#)

1248.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dinothaur's solution](#)

1249.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dinothaur's solution](#)

1250.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[dinothaur's solution](#)

1251.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[dinothaur's solution](#)

1252.

1910E

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

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-28 · Kotlin 1.7 (first AC) · Tags: *special, dp

[dinothaur's solution](#)

1253.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dinothaur's solution](#)

1254.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs,

greedy, math, sortings

[dinothaur's solution](#)

1255.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[dinothaur's solution](#)

1256.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[dinothaur's solution](#)

1257.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[dinothaur's solution](#)

1258.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[dinothaur's solution](#)

1259.

1896E

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

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

[dinothaur's solution](#)

1260.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[dinothaur's solution](#)

1261.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[dinothaur's solution](#)

1262.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[dinothaur's solution](#)

1263.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[dinothaur's solution](#)

1264.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[dinhaur's solution](#)

1265.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[dinhaur's solution](#)

1266.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[dinhaur's solution](#)

1267.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[dinhaur's solution](#)

1268.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
[dinhaur's solution](#)

1269.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[dinhaur's solution](#)

1270.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[dinhaur's solution](#)

1271.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[dinhaur's solution](#)

1272.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[dinhaur's solution](#)

1273.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[dinhaur's solution](#)

1274.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[dinothaur's solution](#)

1275.

609E

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

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[dinothaur's solution](#)

1276.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[dinothaur's solution](#)

1277.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[dinothaur's solution](#)

1278.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[dinothaur's solution](#)

1279.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[dinothaur's solution](#)

1280.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[dinothaur's solution](#)

1281.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

1282.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[dinothaur's solution](#)

1283.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[dinothaur's solution](#)

1284.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dinothaur's solution](#)

1285.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[dinothaur's solution](#)

1286.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[dinothaur's solution](#)

1287.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[dinothaur's solution](#)

1288.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[dinothaur's solution](#)

1289.

954I

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[dinothaur's solution](#)

1290.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[dinothaur's solution](#)

1291.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[dinothaur's solution](#)

1292.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[dinothaur's solution](#)

1293.

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[dinothaur's solution](#)

1294.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[dinothaur's solution](#)

1295.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[dinohour's solution](#)

1296.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[dinohour's solution](#)

1297.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[dinohour's solution](#)

1298.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[dinohour's solution](#)

1299.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
[dinohour's solution](#)

1300.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[dinohour's solution](#)

1301.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[dinohour's solution](#)

1302.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[dinohour's solution](#)

1303.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[dinohour's solution](#)

1304.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[dinohour's solution](#)

1305.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[dinohour's solution](#)

1306.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[dinohour's solution](#)

1307.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[dinohour's solution](#)

1308.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[dinohour's solution](#)

1309.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[dinohour's solution](#)

1310.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[dinohour's solution](#)

1311.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[dinohour's solution](#)

1312.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[dinohour's solution](#)

1313.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[dinohour's solution](#)

1314.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[dinothaur's solution](#)

1315.

1993D

[Med-imize](#) · [Tutorial](#)

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

[dinothaur's solution](#)

1316.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[dinothaur's solution](#)

1317.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[dinothaur's solution](#)

1318.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[dinothaur's solution](#)

1319.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dinothaur's solution](#)

1320.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[dinothaur's solution](#)

1321.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dinothaur's solution](#)

1322.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[dinothaur's solution](#)

1323.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[dinothaur's solution](#)

1324.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[dinothaur's solution](#)

1325.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[dinothaur's solution](#)

1326.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[dinothaur's solution](#)

1327.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[dinothaur's solution](#)

1328.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[dinothaur's solution](#)

1329.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[dinothaur's solution](#)

1330.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[dinothaur's solution](#)

1331.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[dinothaur's solution](#)

1332.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[dinothaur's solution](#)

1333.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[dinothaur's solution](#)

1334.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[dinothaur's solution](#)

1335.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dinothaur's solution](#)

1336.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[dinothaur's solution](#)

1337.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[dinothaur's solution](#)

1338.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dinothaur's solution](#)

1339.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[dinothaur's solution](#)

1340.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[dinothaur's solution](#)

1341.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[dinothaur's solution](#)

1342.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[dinothaur's solution](#)

1343.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[dinothaur's solution](#)

1344.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[dinothaur's solution](#)

1345.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees
[dinothaur's solution](#)

1346.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[dinothaur's solution](#)

1347.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[dinothaur's solution](#)

1348.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[dinothaur's solution](#)

1349.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[dinothaur's solution](#)

1350.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[dinothaur's solution](#)

1351.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[dinothaur's solution](#)

1352.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[dinothaur's solution](#)

1353.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[dinothaur's solution](#)

1354.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees
[dinothaur's solution](#)

1355.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory
[dinothaur's solution](#)

1356.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[dinothaur's solution](#)

1357.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[dinothaur's solution](#)

1358.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[dinothaur's solution](#)

1359.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[dinothaur's solution](#)

1360.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[dinothaur's solution](#)

1361.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[dinothaur's solution](#)

1362.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[dinothaur's solution](#)

1363.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[dinothaur's solution](#)

1364.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[dinoaur's solution](#)

1365.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[dinoaur's solution](#)

1366.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-06-08 · last AC: 2026-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[dinoaur's solution](#)

1367.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[dinoaur's solution](#)

1368.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[dinoaur's solution](#)

1369.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[dinoaur's solution](#)

1370.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[dinoaur's solution](#)

1371.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[dinoaur's solution](#)

1372.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[dinoaur's solution](#)

1373.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, trees

[dinothaur's solution](#)

1374.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[dinothaur's solution](#)

1375.

2147E

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

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

[dinothaur's solution](#)

1376.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[dinothaur's solution](#)

1377.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[dinothaur's solution](#)

1378.

2130E3

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

Rating: 2300 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[dinothaur's solution](#)

1379.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

1380.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dinothaur's solution](#)

1381.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[dinothaur's solution](#)

1382.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[dinothaur's solution](#)

1383.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dinoaur's solution](#)

1384.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search

[dinoaur's solution](#)

1385.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[dinoaur's solution](#)

1386.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[dinoaur's solution](#)

1387.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[dinoaur's solution](#)

1388.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[dinoaur's solution](#)

1389.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[dinoaur's solution](#)

1390.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[dinoaur's solution](#)

1391.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[dinoaur's solution](#)

1392.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dinoaur's solution](#)

1393.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[dinoaur's solution](#)

1394.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[dinoaur's solution](#)

1395.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[dinoaur's solution](#)

1396.

2007F

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

Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[dinoaur's solution](#)

1397.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[dinoaur's solution](#)

1398.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[dinoaur's solution](#)

1399.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[dinoaur's solution](#)

1400.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1401.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[dinoaur's solution](#)

1402.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[dinoaur's solution](#)

1403.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dinoaur's solution](#)

1404.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[dinothaur's solution](#)

1405.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[dinothaur's solution](#)

1406.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[dinothaur's solution](#)

1407.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[dinothaur's solution](#)

1408.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[dinothaur's solution](#)

1409.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[dinothaur's solution](#)

1410.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[dinothaur's solution](#)

1411.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[dinothaur's solution](#)

1412.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dinothaur's solution](#)

1413.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[dinothaur's solution](#)

1414.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[dinothaur's solution](#)

1415.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[dinothaur's solution](#)

1416.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[dinothaur's solution](#)

1417.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[dinothaur's solution](#)

1418.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[dinothaur's solution](#)

1419.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dinothaur's solution](#)

1420.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[dinothaur's solution](#)

1421.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[dinothaur's solution](#)

1422.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[dinothaur's solution](#)

1423.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dinothaur's solution](#)

1424.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[dinothaur's solution](#)

1425.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[dinothaur's solution](#)

1426.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[dinothaur's solution](#)

1427.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[dinothaur's solution](#)

1428.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[dinothaur's solution](#)

1429.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[dinothaur's solution](#)

1430.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[dinothaur's solution](#)

1431.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[dinothaur's solution](#)

1432.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[dinothaur's solution](#)

1433.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[dinoaur's solution](#)

1434.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[dinoaur's solution](#)

1435.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dinoaur's solution](#)

1436.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[dinoaur's solution](#)

1437.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[dinoaur's solution](#)

1438.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[dinoaur's solution](#)

1439.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[dinoaur's solution](#)

1440.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[dinoaur's solution](#)

1441.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[dinoaur's solution](#)

1442.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[dinoaur's solution](#)

1443.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, trees

[dinoaur's solution](#)

1444.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[dinothaur's solution](#)

1445.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[dinothaur's solution](#)

1446.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[dinothaur's solution](#)

1447.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings
[dinothaur's solution](#)

1448.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory
[dinothaur's solution](#)

1449.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[dinothaur's solution](#)

1450.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[dinothaur's solution](#)

1451.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[dinothaur's solution](#)

1452.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[dinothaur's solution](#)

1453.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dinothaur's solution](#)

1454.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[dinothaur's solution](#)

1455.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[dinothaur's solution](#)

1456.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[dinothaur's solution](#)

1457.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[dinothaur's solution](#)

1458.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[dinothaur's solution](#)

1459.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dinothaur's solution](#)

1460.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[dinothaur's solution](#)

1461.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[dinothaur's solution](#)

1462.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[dinothaur's solution](#)

1463.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[dinohour's solution](#)

1464.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[dinohour's solution](#)

1465.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[dinohour's solution](#)

1466.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[dinohour's solution](#)

1467.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[dinohour's solution](#)

1468.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[dinohour's solution](#)

1469.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[dinohour's solution](#)

1470.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[dinohour's solution](#)

1471.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dinohour's solution](#)

1472.

2084E

[Blossom](#) · [Tutorial](#)

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

[dinohour's solution](#)

1473.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[dinoaur's solution](#)

1474.

1079F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 2400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[dinoaur's solution](#)

1475.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[dinoaur's solution](#)

1476.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1477.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[dinoaur's solution](#)

1478.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[dinoaur's solution](#)

1479.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[dinoaur's solution](#)

1480.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[dinoaur's solution](#)

1481.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[dinoaur's solution](#)

1482.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[dinoaur's solution](#)

1483.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[dinothaur's solution](#)

1484.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[dinothaur's solution](#)

1485.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[dinothaur's solution](#)

1486.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[dinothaur's solution](#)

1487.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[dinothaur's solution](#)

1488.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[dinothaur's solution](#)

1489.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[dinothaur's solution](#)

1490.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[dinothaur's solution](#)

1491.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[dinothaur's solution](#)

1492.

1973D

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

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

[dinothaur's solution](#)

1493.

1206E

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

Rating: 2400 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[dinothaur's solution](#)

1494.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[dinothaur's solution](#)

1495.

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

1496.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[dinothaur's solution](#)

1497.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[dinothaur's solution](#)

1498.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[dinothaur's solution](#)

1499.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[dinothaur's solution](#)

1500.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[dinothaur's solution](#)

1501.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

1502.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[dinothaur's solution](#)

1503.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[dinothaur's solution](#)

1504.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[dinothaur's solution](#)

1505.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[dinothaur's solution](#)

1506.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dinothaur's solution](#)

1507.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[dinothaur's solution](#)

1508.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[dinothaur's solution](#)

1509.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[dinothaur's solution](#)

1510.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[dinothaur's solution](#)

1511.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[dinothaur's solution](#)

1512.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[dinothaur's solution](#)

1513.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[dinoaur's solution](#)

1514.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dinoaur's solution](#)

1515.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[dinoaur's solution](#)

1516.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dinoaur's solution](#)

1517.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[dinoaur's solution](#)

1518.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[dinoaur's solution](#)

1519.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[dinoaur's solution](#)

1520.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[dinoaur's solution](#)

1521.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[dinoaur's solution](#)

1522.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[dinoaur's solution](#)

1523.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[dinothaur's solution](#)

1524.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[dinothaur's solution](#)

1525.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[dinothaur's solution](#)

1526.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[dinothaur's solution](#)

1527.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[dinothaur's solution](#)

1528.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[dinothaur's solution](#)

1529.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[dinothaur's solution](#)

1530.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[dinothaur's solution](#)

1531.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[dinothaur's solution](#)

1532.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[dinothaur's solution](#)

1533.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[dinothaur's solution](#)

1534.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[dinothaur's solution](#)

1535.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[dinothaur's solution](#)

1536.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[dinothaur's solution](#)

1537.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[dinothaur's solution](#)

1538.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[dinothaur's solution](#)

1539.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

1540.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[dinothaur's solution](#)

1541.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[dinothaur's solution](#)

1542.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[dinothaur's solution](#)

1543.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[dinothaur's solution](#)

1544.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[dinothaur's solution](#)

1545.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[dinothaur's solution](#)

1546.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[dinothaur's solution](#)

1547.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[dinothaur's solution](#)

1548.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[dinothaur's solution](#)

1549.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[dinothaur's solution](#)

1550.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[dinothaur's solution](#)

1551.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[dinothaur's solution](#)

1552.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[dinothaur's solution](#)

1553.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[dinothaur's solution](#)

1554.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dinothaur's solution](#)

1555.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[dinothaur's solution](#)

1556.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[dinothaur's solution](#)

1557.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[dinothaur's solution](#)

1558.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[dinothaur's solution](#)

1559.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[dinothaur's solution](#)

1560.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[dinothaur's solution](#)

1561.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[dinothaur's solution](#)

1562.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[dinoaur's solution](#)

1563.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[dinoaur's solution](#)

1564.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[dinoaur's solution](#)

1565.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dinoaur's solution](#)

1566.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[dinoaur's solution](#)

1567.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[dinoaur's solution](#)

1568.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dinoaur's solution](#)

1569.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dinoaur's solution](#)

1570.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[dinoaur's solution](#)

1571.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[dinoaur's solution](#)

1572.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures,

graphs, trees

[dinoaur's solution](#)

1573.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1574.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dinoaur's solution](#)

1575.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[dinoaur's solution](#)

1576.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[dinoaur's solution](#)

1577.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[dinoaur's solution](#)

1578.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dinoaur's solution](#)

1579.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[dinoaur's solution](#)

1580.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[dinoaur's solution](#)

1581.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[dinoaur's solution](#)

1582.

1689E

[ANDfinitiy](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[dinohour's solution](#)

1583.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[dinohour's solution](#)

1584.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[dinohour's solution](#)

1585.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[dinohour's solution](#)

1586.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[dinohour's solution](#)

1587.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[dinohour's solution](#)

1588.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[dinohour's solution](#)

1589.

1855E

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

Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dinohour's solution](#)

1590.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dinohour's solution](#)

1591.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[dinohour's solution](#)

1592.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[dinohour's solution](#)

1593.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[dinothaur's solution](#)

1594.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dinothaur's solution](#)

1595.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[dinothaur's solution](#)

1596.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

1597.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[dinothaur's solution](#)

1598.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[dinothaur's solution](#)

1599.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[dinothaur's solution](#)

1600.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[dinothaur's solution](#)

1601.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[dinothaur's solution](#)

1602.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dinothaur's solution](#)

1603.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dinothaur's solution](#)

1604.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[dinothaur's solution](#)

1605.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[dinothaur's solution](#)

1606.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[dinothaur's solution](#)

1607.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[dinothaur's solution](#)

1608.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[dinothaur's solution](#)

1609.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[dinothaur's solution](#)

1610.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[dinothaur's solution](#)

1611.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math, number theory

[dinothaur's solution](#)

1612.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[dinothaur's solution](#)

1613.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[dinothaur's solution](#)

1614.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[dinothaur's solution](#)

1615.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees
[dinothaur's solution](#)

1616.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[dinothaur's solution](#)

1617.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[dinothaur's solution](#)

1618.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[dinothaur's solution](#)

1619.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[dinothaur's solution](#)

1620.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
[dinothaur's solution](#)

1621.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices
[dinothaur's solution](#)

1622.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[dinothaur's solution](#)

1623.

2138D

[Antiamunty and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[dinothaur's solution](#)

1624.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[dinothaur's solution](#)

1625.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[dinothaur's solution](#)

1626.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[dinothaur's solution](#)

1627.

2130F

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

Rating: 2600 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dinothaur's solution](#)

1628.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[dinothaur's solution](#)

1629.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[dinothaur's solution](#)

1630.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[dinothaur's solution](#)

1631.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[dinothaur's solution](#)

1632.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[dinothaur's solution](#)

1633.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[dinothaur's solution](#)

1634.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[dinothaur's solution](#)

1635.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[dinothaur's solution](#)

1636.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[dinothaur's solution](#)

1637.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[dinothaur's solution](#)

1638.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[dinothaur's solution](#)

1639.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy

[dinothaur's solution](#)

1640.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[dinothaur's solution](#)

1641.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[dinothaur's solution](#)

1642.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[dinothaur's solution](#)

1643.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[dinothaur's solution](#)

1644.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[dinothaur's solution](#)

1645.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[dinothaur's solution](#)

1646.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[dinothaur's solution](#)

1647.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[dinothaur's solution](#)

1648.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dinothaur's solution](#)

1649.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[dinothaur's solution](#)

1650.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[dinothaur's solution](#)

1651.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[dinothaur's solution](#)

1652.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[dinothaur's solution](#)

1653.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[dinohour's solution](#)

1654.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[dinohour's solution](#)

1655.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[dinohour's solution](#)

1656.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dinohour's solution](#)

1657.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[dinohour's solution](#)

1658.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[dinohour's solution](#)

1659.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[dinohour's solution](#)

1660.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dinohour's solution](#)

1661.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[dinohour's solution](#)

1662.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[dinohour's solution](#)

1663.

2210E

[Binary Strings are Simple? · Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[dinothaur's solution](#)

1664.

2208E

[Counting Cute Arrays · Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[dinothaur's solution](#)

1665.

2209F

[Dynamic Values And Maximum Sum · Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[dinothaur's solution](#)

1666.

1279E

[New Year Permutations · Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[dinothaur's solution](#)

1667.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[dinothaur's solution](#)

1668.

13E

[Holes · Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[dinothaur's solution](#)

1669.

1774F2

[Magician and Pigs \(Hard Version\) · Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[dinothaur's solution](#)

1670.

2169F

[Subsequence Problem · Tutorial](#)

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[dinothaur's solution](#)

1671.

2143F

[Increasing Xor · Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, math

[dinothaur's solution](#)

1672.

1641D

[Two Arrays · Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-12-03 · last AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[dinothaur's solution](#)

1673.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[dinothaur's solution](#)

1674.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[dinothaur's solution](#)

1675.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[dinothaur's solution](#)

1676.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[dinothaur's solution](#)

1677.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[dinothaur's solution](#)

1678.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinothaur's solution](#)

1679.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[dinothaur's solution](#)

1680.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[dinothaur's solution](#)

1681.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[dinothaur's solution](#)

1682.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dinothaur's solution](#)

1683.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[dinoaur's solution](#)

1684.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[dinoaur's solution](#)

1685.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[dinoaur's solution](#)

1686.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[dinoaur's solution](#)

1687.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[dinoaur's solution](#)

1688.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dinoaur's solution](#)

1689.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[dinoaur's solution](#)

1690.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
[dinoaur's solution](#)

1691.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[dinoaur's solution](#)

1692.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[dinoaur's solution](#)

1693.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[dinoaur's solution](#)

1694.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[dinoaur's solution](#)

1695.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[dinoaur's solution](#)

1696.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[dinoaur's solution](#)

1697.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[dinoaur's solution](#)

1698.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[dinoaur's solution](#)

1699.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[dinoaur's solution](#)

1700.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1701.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dinoaur's solution](#)

1702.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[dinoaur's solution](#)

1703.

716E

[Digit Tree](#) · [Tutorial](#)

Quality: 2700 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[dinothaur's solution](#)

1704.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[dinothaur's solution](#)

1705.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[dinothaur's solution](#)

1706.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[dinothaur's solution](#)

1707.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[dinothaur's solution](#)

1708.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[dinothaur's solution](#)

1709.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dinothaur's solution](#)

1710.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[dinothaur's solution](#)

1711.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[dinothaur's solution](#)

1712.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[dinoaur's solution](#)

1713.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[dinoaur's solution](#)

1714.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dinoaur's solution](#)

1715.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[dinoaur's solution](#)

1716.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[dinoaur's solution](#)

1717.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dinoaur's solution](#)

1718.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[dinoaur's solution](#)

1719.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[dinoaur's solution](#)

1720.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[dinoaur's solution](#)

1721.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[dinoaur's solution](#)

1722.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1723.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[dinothaur's solution](#)

1724.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

1725.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[dinothaur's solution](#)

1726.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[dinothaur's solution](#)

1727.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[dinothaur's solution](#)

1728.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[dinothaur's solution](#)

1729.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[dinothaur's solution](#)

1730.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[dinothaur's solution](#)

1731.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[dinothaur's solution](#)

1732.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[dinothaur's solution](#)

1733.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[dinothaur's solution](#)

1734.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[dinothaur's solution](#)

1735.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[dinothaur's solution](#)

1736.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[dinothaur's solution](#)

1737.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[dinothaur's solution](#)

1738.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dinothaur's solution](#)

1739.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[dinothaur's solution](#)

1740.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[dinothaur's solution](#)

1741.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[dinothaur's solution](#)

1742.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[dinothaur's solution](#)

1743.

2196E1

[Fuzzy Concatenation \(Easy Version\) · Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[dinothaur's solution](#)

1744.

1086E

[Beautiful Matrix · Tutorial](#)

Rating: 2900 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[dinothaur's solution](#)

1745.

1479D

[Odd Mineral Resource · Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[dinothaur's solution](#)

1746.

364D

[Ghd · Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[dinothaur's solution](#)

1747.

1392G

[Omkar and Pies · Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[dinothaur's solution](#)

1748.

1646F

[Playing Around the Table · Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[dinothaur's solution](#)

1749.

1580D

[Subsequence · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[dinothaur's solution](#)

1750.

1667D

[Edge Elimination · Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[dinothaur's solution](#)

1751.

117E

[Tree or not Tree · Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[dinothaur's solution](#)

1752.

512E

[Fox And Polygon · Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and

conquer

[dinoaur's solution](#)

1753.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[dinoaur's solution](#)

1754.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[dinoaur's solution](#)

1755.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[dinoaur's solution](#)

1756.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[dinoaur's solution](#)

1757.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[dinoaur's solution](#)

1758.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[dinoaur's solution](#)

1759.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[dinoaur's solution](#)

1760.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1761.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[dinoaur's solution](#)

1762.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[dinohour's solution](#)

1763.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[dinohour's solution](#)

1764.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[dinohour's solution](#)

1765.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[dinohour's solution](#)

1766.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[dinohour's solution](#)

1767.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[dinohour's solution](#)

1768.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[dinohour's solution](#)

1769.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[dinohour's solution](#)

1770.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[dinohour's solution](#)

1771.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[dinohour's solution](#)

1772.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[dinothaur's solution](#)

1773.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[dinothaur's solution](#)

1774.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[dinothaur's solution](#)

1775.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[dinothaur's solution](#)

1776.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[dinothaur's solution](#)

1777.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-12-08 · last AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[dinothaur's solution](#)

1778.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[dinothaur's solution](#)

1779.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[dinothaur's solution](#)

1780.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[dinothaur's solution](#)

1781.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[dinothaur's solution](#)

1782.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dinoaur's solution](#)

1783.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[dinoaur's solution](#)

1784.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[dinoaur's solution](#)

1785.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2025-05-09 · last AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dinoaur's solution](#)

1786.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[dinoaur's solution](#)

1787.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[dinoaur's solution](#)

1788.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[dinoaur's solution](#)

1789.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[dinoaur's solution](#)

1790.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[dinoaur's solution](#)

1791.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[dinoaur's solution](#)

1792.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dinoaur's solution](#)

1793.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, trees

[dinoaur's solution](#)

1794.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[dinoaur's solution](#)

1795.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[dinoaur's solution](#)

1796.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[dinoaur's solution](#)

1797.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[dinoaur's solution](#)

1798.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dinoaur's solution](#)

1799.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[dinoaur's solution](#)

1800.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[dinoaur's solution](#)

1801.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[dinoaur's solution](#)

1802.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[dinoaur's solution](#)

1803.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[dinoaur's solution](#)

1804.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[dinoaur's solution](#)

1805.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[dinoaur's solution](#)

1806.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[dinoaur's solution](#)

1807.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[dinoaur's solution](#)

1808.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[dinoaur's solution](#)

1809.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[dinoaur's solution](#)

1810.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[dinoaur's solution](#)

1811.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[dinoaur's solution](#)

1812.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dinothaur's solution](#)

1813.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[dinothaur's solution](#)

1814.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[dinothaur's solution](#)

1815.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[dinothaur's solution](#)

1816.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,482 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[dinothaur's solution](#)

1817.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dinothaur's solution](#)

1818.

2226A

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

Quality: 11,092 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dinothaur's solution](#)

1819.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[dinothaur's solution](#)

1820.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[dinothaur's solution](#)

1821.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[dinothaur's solution](#)

1822.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[dinohour's solution](#)

1823.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dinohour's solution](#)

1824.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dinohour's solution](#)

1825.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[dinohour's solution](#)

1826.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[dinohour's solution](#)

1827.

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[dinohour's solution](#)

1828.

105187C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dinohour's solution](#)

1829.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dinohour's solution](#)

1830.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[dinohour's solution](#)

1831.

102644E

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