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1914A
Problemsolving Log · Tutorial
Quality: 35,154 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
dyktr_06's solution

114.
1913A
Rating Increase · Tutorial
Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

115.
1905A
Constructive Problems · Tutorial
Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

116.
1907A
Rook · Tutorial
Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

117.
1902A
Binary Imbalance · Tutorial

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

118.
1900A
Cover in Water · Tutorial
Quality: 64,106 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
dyktr_06's solution

119.
1901A
Line Trip · Tutorial
Quality: 75,314 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

120.
1899A
Game with Integers · Tutorial
Quality: 92,760 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
dyktr_06's solution

121.
1895B
Points and Minimum Distance · Tutorial
Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
dyktr_06's solution

122.
1895A
Treasure Chest · Tutorial
Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
dyktr_06's solution

123.
1890B
Qingshan Loves Strings · Tutorial
Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
dyktr_06's solution

124.
1890A
Doremy's Paint 3 · Tutorial
Quality: 57,116 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

125.
1878B
Aleksa and Stack · Tutorial
Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

126.
1878A
How Much Does Daytona Cost? · Tutorial
Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

127.
1882A
Increasing Sequence · Tutorial
Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

128.
1879A
Rigged! · Tutorial
Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

129.
1873D
1D Eraser · Tutorial
Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
dyktr_06's solution

130.
1873C
Target Practice · Tutorial
Quality: 70,000 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
dyktr_06's solution

131.
1873B
Good Kid · Tutorial
Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
dyktr_06's solution

132.
1873A
Short Sort · Tutorial
Quality: 71,400 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
dyktr_06's solution

133.
1867A
green_gold_dog, array and permutation · Tutorial
Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
dyktr_06's solution

134.
1872A
Two Vessels · Tutorial
Quality: 43,178 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
dyktr_06's solution

135.
1861A
Prime Deletion · Tutorial
Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

136.
1863A
Channel · Tutorial
Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

137.
1862B
Sequence Game · Tutorial
Quality: 54,996 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

138.
1862A
Gift Carpet · Tutorial
Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
dyktr_06's solution

139.
1858A
Buttons · Tutorial
Quality: 66,348 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
dyktr_06's solution

140.
1857A
Array Coloring · Tutorial
Quality: 78,925 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

141.
1856A
Tales of a Sort · Tutorial
Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

142.
1850C
Word on the Paper · Tutorial
Quality: 53,544 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
dyktr_06's solution

143.
1850B
Ten Words of Wisdom · Tutorial
Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
dyktr_06's solution

144.
1850A
To My Critics · Tutorial
Quality: 74,209 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
dyktr_06's solution

145.
1840A
Cipher Shifer · Tutorial
Quality: 38,053 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers
dyktr_06's solution

146.
1838A
Blackboard List · Tutorial
Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

147.
1837A
Grasshopper on a Line · Tutorial
Quality: 54,843 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

148.
1833C
Vlad Building Beautiful Array · Tutorial
Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

149.
1833A
Musical Puzzle · Tutorial
Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
dyktr_06's solution

150.
1832A
New Palindrome · Tutorial
Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
dyktr_06's solution

151.
1825A
LuoTianyi and the Palindrome String · Tutorial
Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
dyktr_06's solution

152.
1821A
Matching · Tutorial
Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
dyktr_06's solution

153.
1814A
Coins · Tutorial
Quality: 51,453 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
dyktr_06's solution

154.
1811A
Insert Digit · Tutorial
Quality: 34,626 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
dyktr_06's solution

155.
1805B
The String Has a Target · Tutorial
Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
dyktr_06's solution

156.
1805A
We Need the Zero · Tutorial
Quality: 41,936 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
dyktr_06's solution

157.
1798A
Showstopper · Tutorial
Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
dyktr_06's solution

158.
1809A
Garland · Tutorial
Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

159.
1807C
Find and Replace · Tutorial
Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
dyktr_06's solution

160.
1807B
Grab the Candies · Tutorial
Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

161.
1807A
Plus or Minus · Tutorial
Quality: 84,720 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

162.
1804A
Lame King · Tutorial
Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

163.
1800A
Is It a Cat? · Tutorial
Quality: 36,580 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
dyktr_06's solution

164.
1796A
Typical Interview Problem · Tutorial
Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
dyktr_06's solution

165.
1799A
Recent Actions · Tutorial
Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
dyktr_06's solution

166.
1789B
Serval and Inversion Magic · Tutorial
Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
dyktr_06's solution

167.
1789A
Serval and Mocha's Array · Tutorial
Quality: 32,976 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
dyktr_06's solution

168.
1795A
Two Towers · Tutorial
Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
dyktr_06's solution

169.
1788A
One and Two · Tutorial
Quality: 53,001 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
dyktr_06's solution

170.
1791C
Prepend and Append · Tutorial
Quality: 74,173 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
dyktr_06's solution

171.
1791A
Codeforces Checking · Tutorial
Quality: 80,617 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

dyktr_06's solution

172.
1791B
Following Directions · Tutorial
Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
dyktr_06's solution

173.
1777A
Everybody Likes Good Arrays! · Tutorial
Quality: 44,018 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

174.
1779A
Hall of Fame · Tutorial
Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
dyktr_06's solution

175.
1763A
Absolute Maximization · Tutorial
Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
dyktr_06's solution

176.
1772B
Matrix Rotation · Tutorial
Quality: 33,100 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
dyktr_06's solution

177.
1772A
A+B? · Tutorial
Quality: 60,434 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

178.
1774A
Add Plus Minus Sign · Tutorial
Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

179.
1767B
Block Towers · Tutorial
Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
dyktr_06's solution

180.
1767A
Cut the Triangle · Tutorial
Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

181.
1762A
Divide and Conquer · Tutorial
Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
dyktr_06's solution

182.
1766A
Extremely Round · Tutorial

Quality: 46,021 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
dyktr_06's solution

183.
1758A
SSeeeeiinngg DDoouubbllee · Tutorial
Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
dyktr_06's solution

184.
1760B
Atilla's Favorite Problem · Tutorial
Quality: 53,342 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
dyktr_06's solution

185.
1760C
Advantage · Tutorial
Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
dyktr_06's solution

186.
1760A
Medium Number · Tutorial
Quality: 79,940 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
dyktr_06's solution

187.
1761A
Two Permutations · Tutorial
Quality: 36,611 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
dyktr_06's solution

188.
1750A
Indirect Sort · Tutorial
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
dyktr_06's solution

189.
1750B
Maximum Substring · Tutorial
Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
dyktr_06's solution

190.
1747A
Two Groups · Tutorial
Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

191.
1754B
Kevin and Permutation · Tutorial
Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

192.
1754A
Technical Support · Tutorial
Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

193.
1749A
Cowardly Rooks · Tutorial
Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

194.
1743B
Permutation Value · Tutorial
Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

195.
1743A
Password · Tutorial
Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
dyktr_06's solution

196.
1744B
Even-Odd Increments · Tutorial
Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
dyktr_06's solution

197.
1744A
Number Replacement · Tutorial
Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

198.
1742B
Increasing · Tutorial
Quality: 61,103 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
dyktr_06's solution

199.
1742A
Sum · Tutorial
Quality: 104,309 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

200.
1741B
Funny Permutation · Tutorial
Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

201.
1741A
Compare T-Shirt Sizes · Tutorial
Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
dyktr_06's solution

202.
1735A
Working Week · Tutorial
Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

203.
1738A
Glory Addicts · Tutorial
Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
dyktr_06's solution

204.
1739A
Immobile Knight · Tutorial
Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

205.
1730A
Planets · Tutorial
Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
dyktr_06's solution

206.
1734B
Bright, Nice, Brilliant · Tutorial
Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

207.
1734A
Select Three Sticks · Tutorial
Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
dyktr_06's solution

208.
1733A
Consecutive Sum · Tutorial
Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

209.
1729B
Decode String · Tutorial
Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
dyktr_06's solution

210.
1729A
Two Elevators · Tutorial
Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math
dyktr_06's solution

211.
1728B
Best Permutation · Tutorial
Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

212.
1728A
Colored Balls: Revisited · Tutorial
Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
dyktr_06's solution

213.
1717A
Madoka and Strange Thoughts · Tutorial
Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
dyktr_06's solution

214.
1722C
Word Game · Tutorial
Quality: 36,177 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
dyktr_06's solution

215.
1722B
Colourblindness · Tutorial
Quality: 56,457 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

216.
1722A
Spell Check · Tutorial
Quality: 65,631 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

217.
1721A
Image · Tutorial
Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

218.
1715A
Crossmarket · Tutorial
Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

219.
1720B
Interesting Sum · Tutorial
Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings
dyktr_06's solution

220.
1719B
Mathematical Circus · Tutorial
Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

221.
1719A
Chip Game · Tutorial
Quality: 26,822 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
dyktr_06's solution

222.
1712B
Woeful Permutation · Tutorial
Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
dyktr_06's solution

223.
1712A
Wonderful Permutation · Tutorial
Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

224.
1713A
Traveling Salesman Problem · Tutorial
Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
dyktr_06's solution

225.
1716B
Permutation Chain · Tutorial
Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

dyktr_06's solution

226.
1716A
2-3 Moves · Tutorial
Quality: 35,846 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

227.
1714C
Minimum Varied Number · Tutorial
Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

228.
1714B
Remove Prefix · Tutorial
Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
dyktr_06's solution

229.
1711A
Perfect Permutation · Tutorial
Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

230.
1703C
Cypher · Tutorial
Quality: 40,840 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
dyktr_06's solution

231.
1703B
ICPC Balloons · Tutorial
Quality: 66,175 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
dyktr_06's solution

232.
1703A
YES or YES? · Tutorial
Quality: 97,246 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
dyktr_06's solution

233.
1695A
Subrectangle Guess · Tutorial
Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
dyktr_06's solution

234.
1694A
Creep · Tutorial
Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

235.
1692C
Where's the Bishop? · Tutorial
Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

236.
1692B
All Distinct · Tutorial
Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

dyktr_06's solution

237.
1692A
Marathon · Tutorial
Quality: 85,751 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

238.
1697A
Parkway Walk · Tutorial
Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

239.
1689A
Lex String · Tutorial
Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
dyktr_06's solution

240.
1690C
Restoring the Duration of Tasks · Tutorial
Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
dyktr_06's solution

241.
1690B
Array Decrements · Tutorial
Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

242.
1690A
Print a Pedestal (Codeforces logo?) · Tutorial
Quality: 35,632 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

243.
1688B
Patchouli's Magical Talisman · Tutorial
Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
dyktr_06's solution

244.
1688A
Cirno's Perfect Bitmasks Classroom · Tutorial
Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
dyktr_06's solution

245.
1691A
Beat The Odds · Tutorial
Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
dyktr_06's solution

246.
1686B
Odd Subarrays · Tutorial
Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
dyktr_06's solution

247.
1686A
Everything Everywhere All But One · Tutorial
Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

248.
1682A
Palindromic Indices · Tutorial
Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
dyktr_06's solution

249.
1684B
Z mod X = C · Tutorial
Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

250.
1684A
Digit Minimization · Tutorial
Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
dyktr_06's solution

251.
1680B
Robots · Tutorial
Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

252.
1680A
Minimums and Maximums · Tutorial
Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
dyktr_06's solution

253.
1676C
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254.
1676B
Equal Candies · Tutorial
Quality: 60,646 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
dyktr_06's solution

255.
1676A
Lucky? · Tutorial
Quality: 87,426 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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256.
1661A
Array Balancing · Tutorial
Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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257.
2195B
Heapify 1 · Tutorial
Quality: 24,860 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

dyktr_06's solution

258.
2149C
MEX rose · Tutorial
Quality: 28,142 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
dyktr_06's solution

259.
2137B
Fun Permutation · Tutorial
Quality: 26,472 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
dyktr_06's solution

260.
2114B
Not Quite a Palindromic String · Tutorial
Quality: 30,501 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
dyktr_06's solution

261.
2094C
Brr Brrr Patapim · Tutorial
Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math
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262.
2093B
Expensive Number · Tutorial
Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
dyktr_06's solution

263.
2085A
Serval and String Theory · Tutorial
Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
dyktr_06's solution

264.
2072B
Having Been a Treasurer in the Past, I Help Goblins Deceive · Tutorial
Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings
dyktr_06's solution

265.
2062B
Clockwork · Tutorial
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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266.
2060C
Game of Mathletes · Tutorial
Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers
dyktr_06's solution

267.
2048B
Kevin and Permutation · Tutorial
Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

268.
2042B
Game with Colored Marbles · Tutorial
Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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269.
2026A
Perpendicular Segments · Tutorial
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
dyktr_06's solution

270.
2035B
Everyone Loves Tres · Tutorial
Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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271.
2013B
Battle for Survive · Tutorial
Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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272.
1990A
Submission Bait · Tutorial
Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
dyktr_06's solution

273.
1992C
Gorilla and Permutation · Tutorial
Quality: 33,261 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

274.
1985D
Manhattan Circle · Tutorial
Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
dyktr_06's solution

275.
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
dyktr_06's solution

276.
1971C
Clock and Strings · Tutorial
Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
dyktr_06's solution

277.
1954A
Painting the Ribbon · Tutorial
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

278.
1951A
Dual Trigger · Tutorial
Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

dyktr_06's solution

279.
1918B
Minimize Inversions · Tutorial
Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
dyktr_06's solution

280.
1915D
Unnatural Language Processing · Tutorial
Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
dyktr_06's solution

281.
1904A
Forked! · Tutorial
Quality: 40,384 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
dyktr_06's solution

282.
1900B
Laura and Operations · Tutorial
Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
dyktr_06's solution

283.
1888A
Chemistry · Tutorial
Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings
dyktr_06's solution

284.
1878C
Vasilije in Cacak · Tutorial
Quality: 57,655 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
dyktr_06's solution

285.
1879B
Chips on the Board · Tutorial
Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

286.
1869A
Make It Zero · Tutorial
Quality: 40,065 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

287.
1872B
The Corridor or There and Back Again · Tutorial
Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

288.
1860A
Not a Substring · Tutorial
Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
dyktr_06's solution

289.
1856B
Good Arrays · Tutorial
Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

dyktr_06's solution

290.
1850D
Balanced Round · Tutorial
Quality: 60,816 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
dyktr_06's solution

291.
1848A
Vika and Her Friends · Tutorial
Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
dyktr_06's solution

292.
1837B
Comparison String · Tutorial
Quality: 50,103 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

293.
1833B
Restore the Weather · Tutorial
Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

294.
1807D
Odd Queries · Tutorial
Quality: 56,766 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
dyktr_06's solution

295.
1795B
Ideal Point · Tutorial
Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
dyktr_06's solution

296.
1777B
Emordnilap · Tutorial
Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
dyktr_06's solution

297.
1779B
MKnez's ConstructiveForces Task · Tutorial
Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

298.
1771A
Hossam and Combinatorics · Tutorial
Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
dyktr_06's solution

299.
1758B
XOR = Average · Tutorial
Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

300.
1747B
BAN BAN · Tutorial
Quality: 25,957 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

dyktr_06's solution

301.
1732B
Ugu · Tutorial
Quality: 17,263 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
dyktr_06's solution

302.
1749B
Death's Blessing · Tutorial
Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

303.
1742C
Stripes · Tutorial
Quality: 40,089 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

304.
1735B
Tea with Tangerines · Tutorial
Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

305.
1733B
Rule of League · Tutorial
Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

306.
1720A
Burenka Plays with Fractions · Tutorial
Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
dyktr_06's solution

307.
1714A
Everyone Loves to Sleep · Tutorial
Quality: 32,897 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
dyktr_06's solution

308.
1697B
Promo · Tutorial
Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

309.
1689B
Mystic Permutation · Tutorial
Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
dyktr_06's solution

310.
1679A
AvtoBus · Tutorial
Quality: 40,172 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
dyktr_06's solution

311.
2114C
Need More Arrays · Tutorial

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
dyktr_06's solution

312.
2104B
Move to the End · Tutorial
Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
dyktr_06's solution

313.
2093C
Simple Repetition · Tutorial
Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
dyktr_06's solution

314.
2091C
Combination Lock · Tutorial
Quality: 28,836 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

315.
2060B
Farmer John's Card Game · Tutorial
Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

316.
2055B
Crafting · Tutorial
Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
dyktr_06's solution

317.
2057B
Gorilla and the Exam · Tutorial
Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

318.
2051C
Preparing for the Exam · Tutorial
Quality: 28,013 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
dyktr_06's solution

319.
2040B
Paint a Strip · Tutorial
Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

320.
2034B
Rakhsh's Revival · Tutorial
Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
dyktr_06's solution

321.
2039B
Shohag Loves Strings · Tutorial
Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, strings
dyktr_06's solution

322.
2037C
Superultra's Favorite Permutation · Tutorial
Quality: 25,531 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
dyktr_06's solution

323.
2004B
Game with Doors · Tutorial
Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
dyktr_06's solution

324.
2000C
Numeric String Template · Tutorial
Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
dyktr_06's solution

325.
2002B
Removals Game · Tutorial
Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
dyktr_06's solution

326.
1998B
Minimize Equal Sum Subarrays · Tutorial
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
dyktr_06's solution

327.
1999B
Card Game · Tutorial
Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
dyktr_06's solution

328.
1987B
K-Sort · Tutorial
Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
dyktr_06's solution

329.
1986B
Matrix Stabilization · Tutorial
Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
dyktr_06's solution

330.
1985C
Good Prefixes · Tutorial
Quality: 40,107 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
dyktr_06's solution

331.
1979B
XOR Sequences · Tutorial
Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
dyktr_06's solution

332.
1975B
378QAQ and Mocha's Array · Tutorial
Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
dyktr_06's solution

333.
1968C
Assembly via Remainders · Tutorial
Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
dyktr_06's solution

334.
1969B
Shifts and Sorting · Tutorial
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

335.
1955B
Progressive Square · Tutorial
Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
dyktr_06's solution

336.
1931C
Make Equal Again · Tutorial
Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
dyktr_06's solution

337.
1913B
Swap and Delete · Tutorial
Quality: 51,260 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings
dyktr_06's solution

338.
1907B
YetnotherrokenKeoard · Tutorial
Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
dyktr_06's solution

339.
1888B
Raspberries · Tutorial
Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
dyktr_06's solution

340.
1861B
Two Binary Strings · Tutorial
Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
dyktr_06's solution

341.
1858C
Yet Another Permutation Problem · Tutorial
Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
dyktr_06's solution

342.
1840C
Ski Resort · Tutorial
Quality: 47,576 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
dyktr_06's solution

343.
1837C
Best Binary String · Tutorial
Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

344.
1825B
LuoTianyi and the Table · Tutorial
Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

345.
1811B
Conveyor Belts · Tutorial
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
dyktr_06's solution

346.
1798B
Three Sevens · Tutorial
Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
dyktr_06's solution

347.
1809B
Points on Plane · Tutorial
Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
dyktr_06's solution

348.
1804B
Vaccination · Tutorial
Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

349.
1800C1
Powering the Hero (easy version) · Tutorial
Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
dyktr_06's solution

350.
1800B
Count the Number of Pairs · Tutorial
Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
dyktr_06's solution

351.
1796B
Asterisk-Minor Template · Tutorial
Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
dyktr_06's solution

352.
1785A
Monsters (easy version) · Tutorial
Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

353.
1791D
Distinct Split · Tutorial
Quality: 49,271 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
dyktr_06's solution

354.
1770B
Koxia and Permutation · Tutorial
Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

355.
1770A
Koxia and Whiteboards · Tutorial
Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
dyktr_06's solution

356.
1772C
Different Differences · Tutorial
Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

357.
1766B
Notepad# · Tutorial
Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

358.
1760D
Challenging Valleys · Tutorial
Quality: 27,017 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
dyktr_06's solution

359.
1761B
Elimination of a Ring · Tutorial
Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
dyktr_06's solution

360.
1732A
Bestie · Tutorial
Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
dyktr_06's solution

361.
1744C
Traffic Light · Tutorial
Quality: 44,100 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
dyktr_06's solution

362.
1721B
Deadly Laser · Tutorial
Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

363.
1715B
Beautiful Array · Tutorial
Quality: 33,610 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

364.
1713B
Optimal Reduction · Tutorial
Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
dyktr_06's solution

365.
1695B
Circle Game · Tutorial
Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
dyktr_06's solution

366.
1690D
Black and White Stripe · Tutorial
Quality: 47,034 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
dyktr_06's solution

367.
1691B
Shoe Shuffling · Tutorial
Quality: 35,315 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
dyktr_06's solution

368.
1676D
X-Sum · Tutorial
Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
dyktr_06's solution

369.
2195C
Dice Roll Sequence · Tutorial
Quality: 20,536 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
dyktr_06's solution

370.
2137C
Maximum Even Sum · Tutorial
Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
dyktr_06's solution

371.
2131C
Make it Equal · Tutorial
Quality: 21,620 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
dyktr_06's solution

372.
2107B
Apples in Boxes · Tutorial
Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
dyktr_06's solution

373.
2104C
Card Game · Tutorial

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
dyktr_06's solution

374.
2096B
Wonderful Gloves · Tutorial
Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
dyktr_06's solution

375.
2094D
Tung Tung Sahur · Tutorial
Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
dyktr_06's solution

376.
2086B
Large Array and Segments · Tutorial
Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
dyktr_06's solution

377.
2074C
XOR and Triangle · Tutorial
Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
dyktr_06's solution

378.
2070B
Robot Program · Tutorial
Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
dyktr_06's solution

379.
2065C1
Skibidus and Fanum Tax (easy version) · Tutorial
Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
dyktr_06's solution

380.
2061B
Kevin and Geometry · Tutorial
Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
dyktr_06's solution

381.
2060D
Subtract Min Sort · Tutorial
Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy
dyktr_06's solution

382.
2043B
Digits · Tutorial
Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
dyktr_06's solution

383.
2044D
Harder Problem · Tutorial
Quality: 24,103 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

384.
2050B
Transfusion · Tutorial
Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
dyktr_06's solution

385.
2029B
Replacement · Tutorial
Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
dyktr_06's solution

386.
2027B
Stalin Sort · Tutorial
Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
dyktr_06's solution

387.
2025B
Binomial Coefficients, Kind Of · Tutorial
Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
dyktr_06's solution

388.
2009C
The Legend of Freya the Frog · Tutorial
Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
dyktr_06's solution

389.
2008D
Sakurako's Hobby · Tutorial
Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
dyktr_06's solution

390.
2004C
Splitting Items · Tutorial
Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
dyktr_06's solution

391.
1999D
Slavic's Exam · Tutorial
Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
dyktr_06's solution

392.
1997C
Even Positions · Tutorial
Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
dyktr_06's solution

393.
1997B
Make Three Regions · Tutorial
Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
dyktr_06's solution

394.
1991B
AND Reconstruction · Tutorial
Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy
dyktr_06's solution

395.
1995B1
Bouquet (Easy Version) · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
dyktr_06's solution

396.
1994B
Fun Game · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
dyktr_06's solution

397.
1986C
Update Queries · Tutorial
Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
dyktr_06's solution

398.
1984B
Large Addition · Tutorial
Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
dyktr_06's solution

399.
1976B
Increase/Decrease/Copy · Tutorial
Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
dyktr_06's solution

400.
1977B
Binary Colouring · Tutorial
Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
dyktr_06's solution

401.
1971D
Binary Cut · Tutorial
Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings
dyktr_06's solution

402.
1957B
A BIT of a Construction · Tutorial
Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
dyktr_06's solution

403.
1942B
Bessie and MEX · Tutorial
Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

404.
1950D
Product of Binary Decimals · Tutorial
Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation,

number theory
dyktr_06's solution

405.
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
dyktr_06's solution

406.
1933C
Turtle Fingers: Count the Values of k · Tutorial
Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
dyktr_06's solution

407.
1923B
Monsters Attack! · Tutorial
Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
dyktr_06's solution

408.
1920B
Summation Game · Tutorial
Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
dyktr_06's solution

409.
1914C
Quests · Tutorial
Quality: 39,538 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

410.
1905B
Begginer's Zelda · Tutorial
Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
dyktr_06's solution

411.
1904B
Collecting Game · Tutorial
Quality: 27,919 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
dyktr_06's solution

412.
1902B
Getting Points · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
dyktr_06's solution

413.
1901B
Chip and Ribbon · Tutorial
Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
dyktr_06's solution

414.
1899C
Yarik and Array · Tutorial
Quality: 34,868 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
dyktr_06's solution

415.
1899B
250 Thousand Tons of TNT · Tutorial
Quality: 33,362 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
dyktr_06's solution

416.
1873E
Building an Aquarium · Tutorial
Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
dyktr_06's solution

417.
1867B
XOR Palindromes · Tutorial
Quality: 18,634 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
dyktr_06's solution

418.
1869B
2D Traveling · Tutorial
Quality: 25,723 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
dyktr_06's solution

419.
1872C
Non-coprime Split · Tutorial
Quality: 26,385 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
dyktr_06's solution

420.
1863C
MEX Repetition · Tutorial
Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
dyktr_06's solution

421.
1863B
Split Sort · Tutorial
Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
dyktr_06's solution

422.
1862C
Flower City Fence · Tutorial
Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
dyktr_06's solution

423.
1857B
Maximum Rounding · Tutorial
Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
dyktr_06's solution

424.
1850E
Cardboard for Pictures · Tutorial
Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math
dyktr_06's solution

425.
1840B
Binary Cafe · Tutorial
Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
dyktr_06's solution

426.
1838B
Minimize Permutation Subarrays · Tutorial
Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

427.
1832B
Maximum Sum · Tutorial
Quality: 35,496 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
dyktr_06's solution

428.
1821B
Sort the Subarray · Tutorial
Quality: 28,335 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
dyktr_06's solution

429.
1811C
Restore the Array · Tutorial
Quality: 22,229 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

430.
1807G1
Subsequence Addition (Easy Version) · Tutorial
Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
dyktr_06's solution

431.
1807G2
Subsequence Addition (Hard Version) · Tutorial
Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
dyktr_06's solution

432.
1800C2
Powering the Hero (hard version) · Tutorial
Quality: 27,090 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
dyktr_06's solution

433.
1788B
Sum of Two Numbers · Tutorial
Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
dyktr_06's solution

434.
1791G1
Teleporters (Easy Version) · Tutorial
Quality: 33,919 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

435.
1791E
Negatives and Positives · Tutorial

Quality: 41,287 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
dyktr_06's solution

436.
1762B
Make Array Good · Tutorial
Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
dyktr_06's solution

437.
1760E
Binary Inversions · Tutorial
Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
dyktr_06's solution

438.
1743C
Save the Magazines · Tutorial
Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
dyktr_06's solution

439.
1742D
Coprime · Tutorial
Quality: 34,109 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
dyktr_06's solution

440.
1741C
Minimize the Thickness · Tutorial
Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
dyktr_06's solution

441.
1739B
Array Recovery · Tutorial
Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

442.
1729C
Jumping on Tiles · Tutorial
Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
dyktr_06's solution

443.
1717B
Madoka and Underground Competitions · Tutorial
Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
dyktr_06's solution

444.
1722D
Line · Tutorial
Quality: 26,555 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

445.
1712C
Sort Zero · Tutorial
Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

446.
1703D
Double Strings · Tutorial
Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
dyktr_06's solution

447.
1692D
The Clock · Tutorial
Quality: 21,661 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
dyktr_06's solution

448.
1686C
Circular Local MiniMax · Tutorial
Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
dyktr_06's solution

449.
1682B
AND Sorting · Tutorial
Quality: 26,410 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
dyktr_06's solution

450.
1676E
Eating Queries · Tutorial
Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
dyktr_06's solution

451.
2196A
Game with a Fraction · Tutorial
Quality: 15,829 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
dyktr_06's solution

452.
2149D
A and B · Tutorial
Quality: 19,354 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings
dyktr_06's solution

453.
2137D
Replace with Occurrences · Tutorial
Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
dyktr_06's solution

454.
2094E
Boneca Ambalabu · Tutorial
Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
dyktr_06's solution

455.
2091D
Place of the Olympiad · Tutorial
Quality: 23,494 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
dyktr_06's solution

456.
2085B
Serval and Final MEX · Tutorial
Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

dyktr_06's solution

457.
2072C
Creating Keys for StORages Has Become My Main Skill · Tutorial
Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
dyktr_06's solution

458.
2069B
Set of Strangers · Tutorial
Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
dyktr_06's solution

459.
2065D
Skibidus and Sigma · Tutorial
Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

460.
2062C
Cirno and Operations · Tutorial
Quality: 18,390 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
dyktr_06's solution

461.
2056C
Palindromic Subsequences · Tutorial
Quality: 19,437 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
dyktr_06's solution

462.
2051D
Counting Pairs · Tutorial
Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
dyktr_06's solution

463.
2048C
Kevin and Binary Strings · Tutorial
Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
dyktr_06's solution

464.
2050C
Uninteresting Number · Tutorial
Quality: 25,003 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
dyktr_06's solution

465.
2046A
Swap Columns and Find a Path · Tutorial
Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

466.
2039C1
Shohag Loves XOR (Easy Version) · Tutorial
Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
dyktr_06's solution

467.
2003C
Turtle and Good Pairs · Tutorial
Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
dyktr_06's solution

468.
2000D
Right Left Wrong · Tutorial
Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
dyktr_06's solution

469.
2002C
Black Circles · Tutorial
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
dyktr_06's solution

470.
1990B
Array Craft · Tutorial
Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

471.
1992D
Test of Love · Tutorial
Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
dyktr_06's solution

472.
1983B
Corner Twist · Tutorial
Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
dyktr_06's solution

473.
1987C
Basil's Garden · Tutorial
Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
dyktr_06's solution

474.
1985E
Secret Box · Tutorial
Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
dyktr_06's solution

475.
1979C
Earning on Bets · Tutorial
Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
dyktr_06's solution

476.
1975C
Chamo and Mocha's Array · Tutorial
Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
dyktr_06's solution

477.
1954C
Long Multiplication · Tutorial

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
dyktr_06's solution

478.
1954B
Make It Ugly · Tutorial
Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
dyktr_06's solution

479.
1951B
Battle Cows · Tutorial
Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
dyktr_06's solution

480.
1933D
Turtle Tenacity: Continual Mods · Tutorial
Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
dyktr_06's solution

481.
1922B
Forming Triangles · Tutorial
Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
dyktr_06's solution

482.
1914D
Three Activities · Tutorial
Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
dyktr_06's solution

483.
1907C
Removal of Unattractive Pairs · Tutorial
Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
dyktr_06's solution

484.
1872D
Plus Minus Permutation · Tutorial
Quality: 38,832 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math
dyktr_06's solution

485.
1860B
Fancy Coins · Tutorial
Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
dyktr_06's solution

486.
1857C
Assembly via Minimums · Tutorial
Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
dyktr_06's solution

487.
1848B
Vika and the Bridge · Tutorial
Quality: 24,409 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, implementation, math, sortings
dyktr_06's solution

488.
1832C
Contrast Value · Tutorial
Quality: 34,398 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

489.
1800D
Remove Two Letters · Tutorial
Quality: 29,348 global accepts · Rating: 1200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings
dyktr_06's solution

490.
1799B
Equalize by Divide · Tutorial
Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
dyktr_06's solution

491.
1763B
Incinerate · Tutorial
Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
dyktr_06's solution

492.
1747C
Swap Game · Tutorial
Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games
dyktr_06's solution

493.
1744D
Divisibility by 2^n · Tutorial
Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
dyktr_06's solution

494.
1742E
Scuza · Tutorial
Quality: 38,625 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
dyktr_06's solution

495.
1738B
Prefix Sum Addicts · Tutorial
Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
dyktr_06's solution

496.
1730C
Minimum Notation · Tutorial
Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
dyktr_06's solution

497.
1734C
Removing Smallest Multiples · Tutorial
Quality: 28,634 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

dyktr_06's solution

498.
1729D
Friends and the Restaurant · Tutorial
Quality: 30,755 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
dyktr_06's solution

499.
1720C
Corners · Tutorial
Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
dyktr_06's solution

500.
1713C
Build Permutation · Tutorial
Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
dyktr_06's solution

501.
1703E
Mirror Grid · Tutorial
Quality: 27,587 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
dyktr_06's solution

502.
1694B
Paranoid String · Tutorial
Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

503.
1692E
Binary Deque · Tutorial
Quality: 33,283 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
dyktr_06's solution

504.
1679B
Stone Age Problem · Tutorial
Quality: 27,435 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
dyktr_06's solution

505.
2195D
Absolute Cinema · Tutorial
Quality: 13,668 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math
dyktr_06's solution

506.
2101A
Mex in the Grid · Tutorial
Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
dyktr_06's solution

507.
2086C
Disappearing Permutation · Tutorial
Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
dyktr_06's solution

508.
2091E
Interesting Ratio · Tutorial
Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers
dyktr_06's solution

509.
2075B
Array Recoloring · Tutorial
Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

510.
2072D
For Wizards, the Exam Is Easy, but I Couldn't Handle It · Tutorial
Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
dyktr_06's solution

511.
2065C2
Skibidus and Fanum Tax (hard version) · Tutorial
Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
dyktr_06's solution

512.
2059B
Cost of the Array · Tutorial
Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
dyktr_06's solution

513.
2056B
Find the Permutation · Tutorial
Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
dyktr_06's solution

514.
2044E
Insane Problem · Tutorial
Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory
dyktr_06's solution

515.
2050D
Digital string maximization · Tutorial
Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
dyktr_06's solution

516.
2037D
Sharky Surfing · Tutorial
Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
dyktr_06's solution

517.
2026B
Black Cells · Tutorial
Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
dyktr_06's solution

518.
2025C
New Game · Tutorial
Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
dyktr_06's solution

519.
1999E
Triple Operations · Tutorial
Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
dyktr_06's solution

520.
1991C
Absolute Zero · Tutorial
Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

521.
1984C1
Magnitude (Easy Version) · Tutorial
Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
dyktr_06's solution

522.
1980C
Sofia and the Lost Operations · Tutorial
Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

523.
1973B
Cat, Fox and the Lonely Array · Tutorial
Quality: 16,829 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
dyktr_06's solution

524.
1968D
Permutation Game · Tutorial
Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
dyktr_06's solution

525.
1955C
Inhabitant of the Deep Sea · Tutorial
Quality: 24,505 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
dyktr_06's solution

526.
1942C1
Bessie's Birthday Cake (Easy Version) · Tutorial
Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
dyktr_06's solution

527.
1943A
MEX Game 1 · Tutorial
Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
dyktr_06's solution

528.
1931D
Divisible Pairs · Tutorial
Quality: 30,630 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
dyktr_06's solution

529.
1922C
Closest Cities · Tutorial
Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
dyktr_06's solution

530.
1915E
Romantic Glasses · Tutorial
Quality: 34,530 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
dyktr_06's solution

531.
1913C
Game with Multiset · Tutorial
Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
dyktr_06's solution

532.
1902C
Insert and Equalize · Tutorial
Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
dyktr_06's solution

533.
1900C
Anji's Binary Tree · Tutorial
Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
dyktr_06's solution

534.
1899E
Queue Sort · Tutorial
Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
dyktr_06's solution

535.
1899D
Yarik and Musical Notes · Tutorial
Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
dyktr_06's solution

536.
1890C
Qingshan Loves Strings 2 · Tutorial
Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
dyktr_06's solution

537.
1882B
Sets and Union · Tutorial
Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
dyktr_06's solution

538.
1879C
Make it Alternating · Tutorial

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
dyktr_06's solution

539.
1873F
Money Trees · Tutorial
Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
dyktr_06's solution

540.
1867C
Salyg1n and the MEX Game · Tutorial
Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
dyktr_06's solution

541.
1869C
Fill in the Matrix · Tutorial
Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
dyktr_06's solution

542.
1862D
Ice Cream Balls · Tutorial
Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
dyktr_06's solution

543.
1857D
Strong Vertices · Tutorial
Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
dyktr_06's solution

544.
1850F
We Were Both Children · Tutorial
Quality: 24,589 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
dyktr_06's solution

545.
1821C
Tear It Apart · Tutorial
Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
dyktr_06's solution

546.
1807E
Interview · Tutorial
Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
dyktr_06's solution

547.
1788C
Matching Numbers · Tutorial
Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

548.
1774C
Ice and Fire · Tutorial

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
dyktr_06's solution

549.
1766C
Hamiltonian Wall · Tutorial
Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
dyktr_06's solution

550.
1741D
Masha and a Beautiful Tree · Tutorial
Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
dyktr_06's solution

551.
1733C
Parity Shuffle Sorting · Tutorial
Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
dyktr_06's solution

552.
1711B
Party · Tutorial
Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
dyktr_06's solution

553.
1703F
Yet Another Problem About Pairs Satisfying an Inequality · Tutorial
Quality: 30,052 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
dyktr_06's solution

554.
1694C
Directional Increase · Tutorial
Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
dyktr_06's solution

555.
1692F
3SUM · Tutorial
Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
dyktr_06's solution

556.
1676G
White-Black Balanced Subtrees · Tutorial
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dyktr_06's solution

557.
1676F
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558.
1661B
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dyktr_06's solution

559.
2131D
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dyktr_06's solution

560.
2131E
Adjacent XOR · Tutorial
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561.
2114E
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562.
2114D
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2104D
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2093D
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2074D
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dyktr_06's solution

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2013C
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2009E
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2009D
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572.
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2000E
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574.
1983C
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575.
1986D
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dyktr_06's solution

576.
1980D
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dyktr_06's solution

577.
1974D
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dyktr_06's solution

578.
1974C
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Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
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579.
1967B1
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dyktr_06's solution

580.
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
dyktr_06's solution

581.
1955D
Inaccurate Subsequence Search · Tutorial
Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
dyktr_06's solution

582.
1951C
Ticket Hoarding · Tutorial
Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
dyktr_06's solution

583.
1923C
Find B · Tutorial
Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

584.
1929C
Sasha and the Casino · Tutorial
Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
dyktr_06's solution

585.
1931E
Anna and the Valentine's Day Gift · Tutorial
Quality: 25,731 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
dyktr_06's solution

586.
1918C
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Quality: 16,665 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
dyktr_06's solution

587.
1914E1
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Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
dyktr_06's solution

588.
1914E2
Game with Marbles (Hard Version) · Tutorial
Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
dyktr_06's solution

589.
1905C
Largest Subsequence · Tutorial

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
dyktr_06's solution

590.
1904C
Array Game · Tutorial
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591.
1907D
Jumping Through Segments · Tutorial
Quality: 23,572 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms
dyktr_06's solution

592.
1901C
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Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

593.
1895C
Torn Lucky Ticket · Tutorial
Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
dyktr_06's solution

594.
1888D1
Dances (Easy version) · Tutorial
Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
dyktr_06's solution

595.
1888C
You Are So Beautiful · Tutorial
Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
dyktr_06's solution

596.
1878E
Iva & Pav · Tutorial
Quality: 20,966 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
dyktr_06's solution

597.
1863D
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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

598.
1860C
Game on Permutation · Tutorial
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dyktr_06's solution

599.
1840D
Wooden Toy Festival · Tutorial
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dyktr_06's solution

600.
1838C
No Prime Differences · Tutorial
Quality: 17,321 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
dyktr_06's solution

601.
1837D
Bracket Coloring · Tutorial
Quality: 21,973 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
dyktr_06's solution

602.
1833D
Flipper · Tutorial
Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
dyktr_06's solution

603.
1825C
LuoTianyi and the Show · Tutorial
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604.
1805C
Place for a Selfie · Tutorial
Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
dyktr_06's solution

605.
1800E1
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Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
dyktr_06's solution

606.
1772D
Absolute Sorting · Tutorial
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607.
1762C
Binary Strings are Fun · Tutorial
Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
dyktr_06's solution

608.
1771B
Hossam and Friends · Tutorial
Quality: 21,333 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
dyktr_06's solution

609.
1758C
Almost All Multiples · Tutorial
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610.
1761C
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Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
dyktr_06's solution

611.
1750C
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dyktr_06's solution

612.
1749C
Number Game · Tutorial
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dyktr_06's solution

613.
1735C
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Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
dyktr_06's solution

614.
1733D1
Zero-One (Easy Version) · Tutorial
Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

615.
1728C
Digital Logarithm · Tutorial
Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
dyktr_06's solution

616.
1721C
Min-Max Array Transformation · Tutorial
Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
dyktr_06's solution

617.
1719C
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618.
1714E
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dyktr_06's solution

619.
1692G
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dyktr_06's solution

620.
1697C
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621.
1691C
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Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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1682C
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623.
1679C
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dyktr_06's solution

624.
1676H1
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625.
2195E
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626.
2149E
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dyktr_06's solution

627.
2107C
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Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
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628.
2093E
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dyktr_06's solution

629.
2075C
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dyktr_06's solution

630.
2077A
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Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
dyktr_06's solution

631.
2070C
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dyktr_06's solution

632.
2072E
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dyktr_06's solution

633.
2069C
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dyktr_06's solution

634.
2060E
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636.
2050E
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dyktr_06's solution

637.
2026C
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dyktr_06's solution

638.
2027C
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dyktr_06's solution

639.
2008E
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640.
2003D1
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dyktr_06's solution

641.
2001C
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dyktr_06's solution

642.
1999G1
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Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
dyktr_06's solution

643.
1999F
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dyktr_06's solution

644.
1997D
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dyktr_06's solution

645.
1990C
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Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
dyktr_06's solution

646.
1985F
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dyktr_06's solution

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1971E
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648.
1950E
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dyktr_06's solution

649.
1933E
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650.
1915F
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651.
1882C
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1873G
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1872E
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1858B
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dyktr_06's solution

655.
1857E
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Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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656.
1850G
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657.
1814C
Search in Parallel · Tutorial
Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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658.
1811E
Living Sequence · Tutorial
Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
dyktr_06's solution

659.
1804C
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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
dyktr_06's solution

660.
1800E2
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Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
dyktr_06's solution

661.
1789C
Serval and Toxel's Arrays · Tutorial
Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
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662.
1795C
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Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
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663.
1791F
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1774B
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dyktr_06's solution

665.
1767D
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1760F
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1732D1
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sortings
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670.
1742F
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671.
1738C
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672.
1739C
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1722G
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1711C
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1690E
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dyktr_06's solution

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2094F
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2065E
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683.
2059C
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684.
2061D
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2051E
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2018A
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2004D
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1985G
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1976C
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1971F
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1968E
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1946C
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704.
1904D1
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dyktr_06's solution

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1907E
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706.
1899F
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707.
1878D
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708.
1861C
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1862E
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1857F
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711.
1856C
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dyktr_06's solution

712.
1840E
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713.
1833E
Round Dance · Tutorial
Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
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714.
1811D
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715.
1798D
Shocking Arrangement · Tutorial
Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
dyktr_06's solution

716.
1796C
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Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
dyktr_06's solution

717.
1795D
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Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
dyktr_06's solution

718.
1779C
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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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1774D
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1766D
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721.
1771C
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722.
1754D
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723.
1741E
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1730B
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725.
1722E
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726.
1714D
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Quality: 10,324 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
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727.
1703G
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Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
dyktr_06's solution

728.
1689C
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Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
dyktr_06's solution

729.
1688D
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dyktr_06's solution

730.
1680C
Binary String · Tutorial
Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
dyktr_06's solution

731.
2104E
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Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
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732.
2096C
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dyktr_06's solution

733.
2094G
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734.
2086D
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2072F
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744.
2009F
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745.
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dyktr_06's solution

746.
1999G2
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dyktr_06's solution

747.
1995B2
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Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
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748.
1992E
Novice's Mistake · Tutorial
Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math, strings
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749.
1983D
Swap Dilemma · Tutorial
Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
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750.
1986E
Beautiful Array · Tutorial
Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
dyktr_06's solution

751.
1985H1
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752.
1984C2
Magnitude (Hard Version) · Tutorial
Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
dyktr_06's solution

753.
1975D
Paint the Tree · Tutorial
Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
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754.
1973C
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755.
1971G
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756.
1969C
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757.
1955E
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Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
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758.
1942C2
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Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
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759.
1950F
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760.
1931F
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dyktr_06's solution

761.
1901D
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dyktr_06's solution

762.
1890D
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763.
1879D
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764.
1873H
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dyktr_06's solution

765.
1869D1
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2050G
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2026D
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1747D
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1739D
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1661D
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898.
2096D
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1680E
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2149G
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937.
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1998D
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1975E
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950.
1971H
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1942D
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1933F
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1920E
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1913D
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1900E
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1884D
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1869D2
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959.
1863E
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1838D
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1832D1
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962.
1799D2
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1767C
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965.
1734E
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966.
2114G
Build an Array · Tutorial
Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

dyktr_06's solution

967.
2101C
23 Kingdom · Tutorial
Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
dyktr_06's solution

968.
2085E
Serval and Modulo · Tutorial
Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
dyktr_06's solution

969.
2070E
Game with Binary String · Tutorial
Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
dyktr_06's solution

970.
2072G
I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial
Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
dyktr_06's solution

971.
2065H
Bro Thinks He's Him · Tutorial
Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices
dyktr_06's solution

972.
2062D
Balanced Tree · Tutorial
Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
dyktr_06's solution

973.
2060F
Multiplicative Arrays · Tutorial
Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
dyktr_06's solution

974.
2056D
Unique Median · Tutorial
Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
dyktr_06's solution

975.
2034E
Permutations Harmony · Tutorial
Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
dyktr_06's solution

976.
2027D2
The Endspeaker (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
dyktr_06's solution

977.
2025E
Card Game · Tutorial
Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
dyktr_06's solution

978.
2018D
Max Plus Min Plus Size · Tutorial
Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
dyktr_06's solution

979.
2013E
Prefix GCD · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
dyktr_06's solution

980.
2009G2
Yunli's Subarray Queries (hard version) · Tutorial
Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
dyktr_06's solution

981.
2000H
Ksyusha and the Loaded Set · Tutorial
Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
dyktr_06's solution

982.
1998E1
Eliminating Balls With Merging (Easy Version) · Tutorial
Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
dyktr_06's solution

983.
1997E
Level Up · Tutorial
Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
dyktr_06's solution

984.
1991F
Triangle Formation · Tutorial
Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
dyktr_06's solution

985.
1986G1
Permutation Problem (Simple Version) · Tutorial
Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, combinatorics, data structures, math, number theory
dyktr_06's solution

986.
1985H2
Maximize the Largest Component (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
dyktr_06's solution

987.
1968G2
Division + LCP (hard version) · Tutorial
Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
dyktr_06's solution

988.
1967B2
Reverse Card (Hard Version) · Tutorial
Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
dyktr_06's solution

989.
1954E
Chain Reaction · Tutorial
Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
dyktr_06's solution

990.
1946E
Girl Permutation · Tutorial
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
dyktr_06's solution

991.
1918E
ace5 and Task Order · Tutorial
Quality: 2,063 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
dyktr_06's solution

992.
1907G
Lights · Tutorial
Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
dyktr_06's solution

993.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
dyktr_06's solution

994.
1858D
Trees and Segments · Tutorial
Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
dyktr_06's solution

995.
1848D
Vika and Bonuses · Tutorial
Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search
dyktr_06's solution

996.
1840F
Railguns · Tutorial
Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
dyktr_06's solution

997.
1840G1
In Search of Truth (Easy Version) · Tutorial
Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
dyktr_06's solution

998.
1837E
Playoff Fixing · Tutorial
Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
dyktr_06's solution

999.
1832E
Combinatorics Problem · Tutorial
Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
dyktr_06's solution

1000.
1800G
Symmetree · Tutorial
Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
dyktr_06's solution

1001.
1795E
Explosions? · Tutorial
Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
dyktr_06's solution

1002.
1788E
Sum Over Zero · Tutorial
Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
dyktr_06's solution

1003.
1763E
Node Pairs · Tutorial
Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
dyktr_06's solution

1004.
1772G
Gaining Rating · Tutorial
Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
dyktr_06's solution

1005.
1730D
Prefixes and Suffixes · Tutorial
Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers
dyktr_06's solution

1006.
2091G
Gleb and Boating · Tutorial
Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
dyktr_06's solution

1007.
2077C
Binary Subsequence Value Sum · Tutorial
Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
dyktr_06's solution

1008.
2069E
A, B, AB and BA · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
dyktr_06's solution

1009.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
dyktr_06's solution

1010.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
dyktr_06's solution

1011.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
dyktr_06's solution

1012.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
dyktr_06's solution

1013.
2002D2
DFS Checker (Hard Version) · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
dyktr_06's solution

1014.
2002E
Cosmic Rays · Tutorial

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
dyktr_06's solution

1015.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
dyktr_06's solution

1016.
1983E
I Love Balls · Tutorial
Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
dyktr_06's solution

1017.
1980G
Yasya and the Mysterious Tree · Tutorial
Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
dyktr_06's solution

1018.
1977D
XORificator · Tutorial
Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
dyktr_06's solution

1019.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
dyktr_06's solution

1020.
1955H
The Most Reckless Defense · Tutorial
Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
dyktr_06's solution

1021.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
dyktr_06's solution

1022.
1943C
Tree Compass · Tutorial
Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
dyktr_06's solution

1023.
1933G
Turtle Magic: Royal Turtle Shell Pattern · Tutorial
Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
dyktr_06's solution

1024.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data

structures, dfs and similar, math, trees
dyktr_06's solution

1025.
1914G2
Light Bulbs (Hard Version) · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
dyktr_06's solution

1026.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
dyktr_06's solution

1027.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
dyktr_06's solution

1028.
1805E
There Should Be a Lot of Maximums · Tutorial
Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
dyktr_06's solution

1029.
1798E
Multitest Generator · Tutorial
Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
dyktr_06's solution

1030.
2096E
Wonderful Teddy Bears · Tutorial
Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
dyktr_06's solution

1031.
2060G
Bugged Sort · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
dyktr_06's solution

1032.
2001E1
Deterministic Heap (Easy Version) · Tutorial
Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
dyktr_06's solution

1033.
1993F1
Dyn-scripted Robot (Easy Version) · Tutorial
Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
dyktr_06's solution

1034.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

dyktr_06's solution

1035.
1979E
Manhattan Triangle · Tutorial
Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
dyktr_06's solution

1036.
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
dyktr_06's solution

1037.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
dyktr_06's solution

1038.
1913E
Matrix Problem · Tutorial
Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
dyktr_06's solution

1039.
1902F
Trees and XOR Queries Again · Tutorial
Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
dyktr_06's solution

1040.
1879E
Interactive Game with Coloring · Tutorial
Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
dyktr_06's solution

1041.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
dyktr_06's solution

1042.
1832D2
Red-Blue Operations (Hard Version) · Tutorial
Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
dyktr_06's solution

1043.
1749E
Cactus Wall · Tutorial
Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
dyktr_06's solution

1044.
1743E
FTL · Tutorial

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
dyktr_06's solution

1045.
2196D
Double Bracket Sequence · Tutorial
Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
dyktr_06's solution

1046.
2101D
Mani and Segments · Tutorial
Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
dyktr_06's solution

1047.
2075E
XOR Matrix · Tutorial
Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
dyktr_06's solution

1048.
2056E
Nested Segments · Tutorial
Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
dyktr_06's solution

1049.
2057E2
Another Exercise on Graphs (hard version) · Tutorial
Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
dyktr_06's solution

1050.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
dyktr_06's solution

1051.
2034F1
Khayyam's Royal Decree (Easy Version) · Tutorial
Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
dyktr_06's solution

1052.
2026E
Best Subsequence · Tutorial
Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
dyktr_06's solution

1053.
1990E1
Catch the Mole(Easy Version) · Tutorial
Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
dyktr_06's solution

1054.
1994F
Stardew Valley · Tutorial
Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
dyktr_06's solution

1055.
1986G2
Permutation Problem (Hard Version) · Tutorial
Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
dyktr_06's solution

1056.
1976E
Splittable Permutations · Tutorial
Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
dyktr_06's solution

1057.
1814D
Balancing Weapons · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
dyktr_06's solution

1058.
1758E
Tick, Tock · Tutorial
Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
dyktr_06's solution

1059.
2042F
Two Subarrays · Tutorial
Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices
dyktr_06's solution

1060.
2004F
Make a Palindrome · Tutorial
Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math
dyktr_06's solution

1061.
622F
The Sum of the k-th Powers · Tutorial
Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math
dyktr_06's solution

1062.
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