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Unique solved — ecnerwala

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1.

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6.

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2180A

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8.

2157A

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9.

2166A

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11.

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12.

2151A

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13.

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2137A

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17.

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18.

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19.

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20.

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21.

2116A

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22.

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25.

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52.

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55.

1890A

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59.

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60.

1862B

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69.

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71.

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1799A

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1787A

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74.

1779A

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75.

1774A

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76.

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77.

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78.

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79.

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81.

1738A

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82.

1704A

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83.

1708A

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84.

1711A

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85.

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86.

1694A

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87.

1686B

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88.

1686A

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89.

1684B

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90.

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91.

1678B1

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92.

1678A

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93.

1672B

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94.

1672A

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95.

1656A

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96.

1649A

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97.

1642A

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98.

1637A

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99.

1634A

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100.

1629A

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101.

1629B

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102.

1631A

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103.

1621A

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104.

1616A

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1589A

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106.

1604A

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1556A

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108.

1561A

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109.

1552A

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110.

1530B

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111.

1530A

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112.

1546A

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113.

1542A

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1541A

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115.

1534A

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116.

1523A

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117.

1517A

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118.

1509A

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119.

1504A

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120.

1484A

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121.

1501A

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122.

1491A

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123.

1480A

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124.

1478A

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125.

1466B

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126.

1466A

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127.

1465A

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128.

1459A

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129.

1450A

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130.

1457A

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131.

1451A

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132.

1452C

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133.

1452A

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134.

1440A

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135.

1447A

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136.

1438A

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1445A

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1435A

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140.

1421A

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141.

1428A

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142.

1422A

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143.

1408A

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144.

1426A

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1405A

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146.

1409A

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147.

1397A

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148.

1400A

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149.

1392B

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150.

1392A

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151.

1391B

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152.

1391A

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153.

1393A

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154.

1367B

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155.

1367A

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156.

1399B

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157.

1399A

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158.

1388A

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159.

1389A

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160.

1382A

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161.

1372A

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162.

1371A

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163.

1370A

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164.

1368A

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165.

1347C

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166.

1347A

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167.

1345A

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168.

1337A

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169.

1328A

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170.

1305A

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171.

447A

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172.

1307A

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173.

1300A

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1287A

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175.

1284A

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176.

1270A

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177.

1271A

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178.

1281A

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179.

1255A

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180.

1243A

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Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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181.

1249A

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[ecnerwala's solution](#)

182.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[ecnerwala's solution](#)

183.

1230A

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184.

1207A

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185.

1206A

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Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · last AC: 2019-08-18 · PyPy 3 (first AC) · Tags: math, sortings

[ecnerwala's solution](#)

186.

1200A

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187.

1178A

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188.

1186A

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189.

1191A

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190.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

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191.

1148A

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192.

1171D

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[ecnerwala's solution](#)

193.

1171B

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Rating: 800 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ecnerwala's solution](#)

194.

1171A

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Rating: 800 · first AC: 2019-05-27 · last AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special

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195.

1159A

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Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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196.

1162A

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197.

1150A

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198.

1146A

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Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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199.

1143A

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Quality: 14,040 global accepts · Rating: 800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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200.

1099A

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Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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201.

1097A

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202.

1091A

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1848A

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310.

1869A

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311.

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312.

1881B

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Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: math

[ecnerwala's solution](#)

313.

1875A

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

Quality: 46,989 global accepts · Rating: 900 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

314.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,297 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

315.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

316.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

317.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[ecnerwala's solution](#)

318.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ecnerwala's solution](#)

319.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ecnerwala's solution](#)

320.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[ecnerwala's solution](#)

321.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[ecnerwala's solution](#)

322.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[ecnerwala's solution](#)

323.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[ecnerwala's solution](#)

324.

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[ecnerwala's solution](#)

325.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[ecnerwala's solution](#)

326.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

327.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-08 · Rust (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

328.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[ecnerwala's solution](#)

329.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ecnerwala's solution](#)

330.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[ecnerwala's solution](#)

331.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-29 · last AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[ecnerwala's solution](#)

332.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math
[ecnerwala's solution](#)

333.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[ecnerwala's solution](#)

334.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · last AC: 2020-04-15 · PyPy 3 (first AC) · Tags: greedy, implementation, math
[ecnerwala's solution](#)

335.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,207 global accepts · Rating: 900 · first AC: 2020-04-12 · last AC: 2020-04-12 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math
[ecnerwala's solution](#)

336.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ecnerwala's solution](#)

337.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

338.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ecnerwala's solution](#)

339.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[ecnerwala's solution](#)

340.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

341.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[ecnerwala's solution](#)

342.

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ecnerwala's solution](#)

343.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[ecnerwala's solution](#)

344.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

345.

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · last AC: 2019-08-18 · PyPy 3 (first AC) · Tags: dp, implementation

[ecnerwala's solution](#)

346.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · PyPy 3 (first AC) · Tags: implementation, strings

[ecnerwala's solution](#)

347.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-28 · last AC: 2019-05-28 · Python 3 (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

348.

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ecnerwala's solution](#)

349.

1171C

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

Rating: 900 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, sortings, strings

[ecnerwala's solution](#)

350.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-05-08 · last AC: 2019-05-08 · Python 3 (first AC) · Tags: binary search, greedy, implementation

[ecnerwala's solution](#)

351.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · last AC: 2019-04-29 · Python 3 (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

352.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[ecnerwala's solution](#)

353.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

354.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ecnerwala's solution](#)

355.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,468 global accepts · Rating: 900 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[ecnerwala's solution](#)

356.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 900 · first AC: 2018-09-21 · Python 3 (first AC) · Tags: geometry, math

[ecnerwala's solution](#)

357.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-20 · last AC: 2018-08-21 · PyPy 3 (first AC) · Tags: implementation, sortings

[ecnerwala's solution](#)

358.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 900 · first AC: 2018-07-26 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

359.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ecnerwala's solution](#)

360.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · Python 3 (first AC) · Tags: implementation

[ecnerwala's solution](#)

361.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2018-03-10 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ecnerwala's solution](#)

362.

847G

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

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ecnerwala's solution](#)

363.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2017-08-22 · last AC: 2017-08-22 · Python 3 (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

364.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,464 global accepts · Rating: 900 · first AC: 2017-08-22 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

365.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,693 global accepts · Rating: 900 · first AC: 2017-07-27 · Python 3 (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

366.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2017-07-26 · Python 3 (first AC) · Tags: implementation

[ecnerwala's solution](#)

367.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2017-07-25 · last AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation, strings
[ecnerwala's solution](#)

368.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation, number theory
[ecnerwala's solution](#)

369.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

370.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,984 global accepts · Rating: 900 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[ecnerwala's solution](#)

371.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: greedy
[ecnerwala's solution](#)

372.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2017-07-04 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

373.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[ecnerwala's solution](#)

374.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[ecnerwala's solution](#)

375.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,489 global accepts · Rating: 900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, math, strings
[ecnerwala's solution](#)

376.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy
[ecnerwala's solution](#)

377.

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 900 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

378.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

379.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,674 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

380.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

381.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[ecnerwala's solution](#)

382.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

383.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

384.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

385.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,893 global accepts · Rating: 900 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: greedy

[ecnerwala's solution](#)

386.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

387.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

388.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,088 global accepts · Rating: 900 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: math

[ecnerwala's solution](#)

389.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2012-08-06 · Java 6 (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

390.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,053 global accepts · Rating: 900 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: strings

[ecnerwala's solution](#)

391.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,224 global accepts · Rating: 900 · first AC: 2012-07-11 · last AC: 2012-07-12 · Java 6 (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

392.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

393.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ecnerwala's solution](#)

394.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

395.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ecnerwala's solution](#)

396.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[ecnerwala's solution](#)

397.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

398.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ecnerwala's solution](#)

399.

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
[ecnerwala's solution](#)

400.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ecnerwala's solution](#)

401.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[ecnerwala's solution](#)

402.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[ecnerwala's solution](#)

403.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

404.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,156 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[ecnerwala's solution](#)

405.

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
[ecnerwala's solution](#)

406.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ecnerwala's solution](#)

407.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ecnerwala's solution](#)

408.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

409.

1785A

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

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

[ecnerwala's solution](#)

410.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

411.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

412.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

413.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ecnerwala's solution](#)

414.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

415.

1589B

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

Rating: 1000 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ecnerwala's solution](#)

416.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[ecnerwala's solution](#)

417.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[ecnerwala's solution](#)

418.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,442 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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419.

1438B

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Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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420.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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421.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

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422.

1388B

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Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

423.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,075 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ecnerwala's solution](#)

424.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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425.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ecnerwala's solution](#)

426.

1300B

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Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-12 · last AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

427.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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428.

1266A

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Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

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429.

1265A

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430.

1243B1

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Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · last AC: 2019-11-06 · PyPy 3 (first AC) · Tags: strings
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431.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: math
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432.

1245A

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433.

1252A

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Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —
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434.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ecnerwala's solution](#)

435.

1249B1

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Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[ecnerwala's solution](#)

436.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

437.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · Python 3 (first AC) · Tags: brute force, strings
[ecnerwala's solution](#)

438.

1230B

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Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-23 · Python 3 (first AC) · Tags: greedy, implementation
[ecnerwala's solution](#)

439.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
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440.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[ecnerwala's solution](#)

441.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ecnerwala's solution](#)

442.

1199B

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Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[ecnerwala's solution](#)

443.

1199A

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Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ecnerwala's solution](#)

444.

1155A

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Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[ecnerwala's solution](#)

445.

1151A

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Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
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446.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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447.

1073B

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Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

448.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ecnerwala's solution](#)

449.

1054B

[Appending Mex](#) · [Tutorial](#)

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[ecnerwala's solution](#)

450.

1033A

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Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[ecnerwala's solution](#)

451.

1051B

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Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · PyPy 3 (first AC) · Tags: greedy, math, number theory
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452.

1040A

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-06 · last AC: 2018-09-06 · PyPy 3 (first AC) · Tags: greedy
[ecnerwala's solution](#)

453.

1027A

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Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-21 · PyPy 3 (first AC) · Tags: implementation, strings
[ecnerwala's solution](#)

454.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · last AC: 2018-08-17 · PyPy 3 (first AC) · Tags: math
[ecnerwala's solution](#)

455.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ecnerwala's solution](#)

456.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[ecnerwala's solution](#)

457.

847M

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Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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458.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · Python 3 (first AC) · Tags: brute force, geometry, math
[ecnerwala's solution](#)

459.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,522 global accepts · Rating: 1000 · first AC: 2017-08-22 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

460.

733A

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Quality: 16,959 global accepts · Rating: 1000 · first AC: 2017-08-22 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

461.

500A

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462.

379A

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Quality: 53,261 global accepts · Rating: 1000 · first AC: 2017-08-22 · last AC: 2017-08-22 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

463.

515A

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Quality: 21,977 global accepts · Rating: 1000 · first AC: 2017-08-04 · last AC: 2017-08-04 · Python 3 (first AC) · Tags: math
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464.

69A

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465.

122A

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466.

58A

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Quality: 155,982 global accepts · Rating: 1000 · first AC: 2017-07-27 · last AC: 2017-07-27 · Python 3 (first AC) · Tags: greedy, strings
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467.

131A

[cAPS LOCK](#) · [Tutorial](#)

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468.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2017-07-25 · last AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation, strings
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469.

230A

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Quality: 97,478 global accepts · Rating: 1000 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: greedy, sortings
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470.

577A

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471.

579A

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Quality: 78,915 global accepts · Rating: 1000 · first AC: 2017-07-25 · last AC: 2017-07-25 · Python 3 (first AC) · Tags: bitmasks
[ecnerwala's solution](#)

472.

268B

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Quality: 35,782 global accepts · Rating: 1000 · first AC: 2017-07-04 · Python 3 (first AC) · Tags: implementation, math
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473.

584A

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[ecnerwala's solution](#)

474.

688B

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[ecnerwala's solution](#)

475.

608A

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Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

476.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation
[ecnerwala's solution](#)

477.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,266 global accepts · Rating: 1000 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: brute force, math
[ecnerwala's solution](#)

478.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,607 global accepts · Rating: 1000 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

479.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: implementation
[ecnerwala's solution](#)

480.

462A

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Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: brute force, implementation
[ecnerwala's solution](#)

481.

452A

[Eevee](#) · [Tutorial](#)

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[ecnerwala's solution](#)

482.

441A

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[ecnerwala's solution](#)

483.

435A

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[ecnerwala's solution](#)

484.

404A

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Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation
[ecnerwala's solution](#)

485.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

486.

385A

[Bear and Raspberry](#) · [Tutorial](#)

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[ecnerwala's solution](#)

487.

371A

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Quality: 6,655 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy, implementation, math

[ecnerwala's solution](#)

488.

339B

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Quality: 81,368 global accepts · Rating: 1000 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

489.

334A

[Candy Bags](#) · [Tutorial](#)

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[ecnerwala's solution](#)

490.

322A

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[ecnerwala's solution](#)

491.

1A

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Quality: 320,175 global accepts · Rating: 1000 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: math

[ecnerwala's solution](#)

492.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2012-09-03 · Java 6 (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

493.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2012-08-29 · Java 6 (first AC) · Tags: implementation, strings

[ecnerwala's solution](#)

494.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ecnerwala's solution](#)

495.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

496.

2160B

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

Quality: 17,760 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

497.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ecnerwala's solution](#)

498.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,909 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ecnerwala's solution](#)

499.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

500.

2096B

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Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ecnerwala's solution](#)

501.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ecnerwala's solution](#)

502.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[ecnerwala's solution](#)

503.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ecnerwala's solution](#)

504.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

505.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

506.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[ecnerwala's solution](#)

507.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

508.

1862C

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

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[ecnerwala's solution](#)

509.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

510.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[ecnerwala's solution](#)

511.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ecnerwala's solution](#)

512.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ecnerwala's solution](#)

513.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[ecnerwala's solution](#)

514.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ecnerwala's solution](#)

515.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers
[ecnerwala's solution](#)

516.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[ecnerwala's solution](#)

517.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,889 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[ecnerwala's solution](#)

518.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[ecnerwala's solution](#)

519.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ecnerwala's solution](#)

520.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[ecnerwala's solution](#)

521.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[ecnerwala's solution](#)

522.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

523.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[ecnerwala's solution](#)

524.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[ecnerwala's solution](#)

525.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[ecnerwala's solution](#)

526.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[ecnerwala's solution](#)

527.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

528.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

529.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[ecnerwala's solution](#)

530.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[ecnerwala's solution](#)

531.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[ecnerwala's solution](#)

532.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ecnerwala's solution](#)

533.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

534.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · last AC: 2020-07-21 · PyPy 3 (first AC) · Tags: dp, games

[ecnerwala's solution](#)

535.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

536.

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ecnerwala's solution](#)

537.

1345B

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Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, math
[ecnerwala's solution](#)

538.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[ecnerwala's solution](#)

539.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[ecnerwala's solution](#)

540.

1327A

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Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[ecnerwala's solution](#)

541.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

542.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[ecnerwala's solution](#)

543.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2019-09-23 · PyPy 3 (first AC) · Tags: greedy
[ecnerwala's solution](#)

544.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ecnerwala's solution](#)

545.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ecnerwala's solution](#)

546.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[ecnerwala's solution](#)

547.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

548.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ecnerwala's solution](#)

549.

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ecnerwala's solution](#)

550.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: geometry
[ecnerwala's solution](#)

551.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · Python 3 (first AC) · Tags: binary search, implementation
[ecnerwala's solution](#)

552.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2018-09-06 · last AC: 2018-09-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[ecnerwala's solution](#)

553.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: sortings
[ecnerwala's solution](#)

554.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

555.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[ecnerwala's solution](#)

556.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2017-08-18 · last AC: 2017-08-18 · Python 2 (first AC) · Tags: geometry, implementation, math
[ecnerwala's solution](#)

557.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2017-08-17 · Python 2 (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

558.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2017-07-26 · last AC: 2017-07-26 · Python 3 (first AC) · Tags: *special, greedy,

implementation

[ecnerwala's solution](#)

559.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2017-07-14 · Python 3 (first AC) · Tags: data structures, implementation, sortings

[ecnerwala's solution](#)

560.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: math

[ecnerwala's solution](#)

561.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

562.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[ecnerwala's solution](#)

563.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

564.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: implementation

[ecnerwala's solution](#)

565.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

566.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[ecnerwala's solution](#)

567.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: brute force

[ecnerwala's solution](#)

568.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: data structures, dsu, strings

[ecnerwala's solution](#)

569.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

570.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

571.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

572.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[ecnerwala's solution](#)

573.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 1100 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: sortings

[ecnerwala's solution](#)

574.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

575.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

576.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[ecnerwala's solution](#)

577.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

578.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

579.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,983 global accepts · Rating: 1100 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

580.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

581.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

582.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

583.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,284 global accepts · Rating: 1100 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: brute force, geometry, math

[ecnerwala's solution](#)

584.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: implementation

[ecnerwala's solution](#)

585.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: brute force, constructive algorithms, implementation

[ecnerwala's solution](#)

586.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-08-14 · Roco (first AC) · Tags: *special

[ecnerwala's solution](#)

587.

1490D

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Quality: 21,674 global accepts · Rating: 1200 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[ecnerwala's solution](#)

588.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ecnerwala's solution](#)

589.

2137D

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

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

590.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

591.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[ecnerwala's solution](#)

592.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[ecnerwala's solution](#)

593.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ecnerwala's solution](#)

594.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[ecnerwala's solution](#)

595.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[ecnerwala's solution](#)

596.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[ecnerwala's solution](#)

597.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[ecnerwala's solution](#)

598.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

599.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ecnerwala's solution](#)

600.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

601.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

602.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ecnerwala's solution](#)

603.

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ecnerwala's solution](#)

604.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[ecnerwala's solution](#)

605.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[ecnerwala's solution](#)

606.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

607.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[ecnerwala's solution](#)

608.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ecnerwala's solution](#)

609.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[ecnerwala's solution](#)

610.

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

[ecnerwala's solution](#)

611.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ecnerwala's solution](#)

612.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

613.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

614.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,107 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[ecnerwala's solution](#)

615.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ecnerwala's solution](#)

616.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[ecnerwala's solution](#)

617.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

618.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

619.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[ecnerwala's solution](#)

620.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[ecnerwala's solution](#)

621.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[ecnerwala's solution](#)

622.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ecnerwala's solution](#)

623.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[ecnerwala's solution](#)

624.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ecnerwala's solution](#)

625.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ecnerwala's solution](#)

626.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[ecnerwala's solution](#)

627.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[ecnerwala's solution](#)

628.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

629.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[ecnerwala's solution](#)

630.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ecnerwala's solution](#)

631.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

632.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[ecnerwala's solution](#)

633.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[ecnerwala's solution](#)

634.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ecnerwala's solution](#)

635.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[ecnerwala's solution](#)

636.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

637.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[ecnerwala's solution](#)

638.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[ecnerwala's solution](#)

639.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ecnerwala's solution](#)

640.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

641.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ecnerwala's solution](#)

642.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

643.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ecnerwala's solution](#)

644.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

645.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ecnerwala's solution](#)

646.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ecnerwala's solution](#)

647.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[ecnerwala's solution](#)

648.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ecnerwala's solution](#)

649.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[ecnerwala's solution](#)

650.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-03-31 · Python 3 (first AC) · Tags: brute force, math, number theory
[ecnerwala's solution](#)

651.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2019-01-05 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[ecnerwala's solution](#)

652.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[ecnerwala's solution](#)

653.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[ecnerwala's solution](#)

654.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ecnerwala's solution](#)

655.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ecnerwala's solution](#)

656.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ecnerwala's solution](#)

657.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ecnerwala's solution](#)

658.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[ecnerwala's solution](#)

659.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, implementation

[ecnerwala's solution](#)

660.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

661.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-21 · PyPy 3 (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

662.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ecnerwala's solution](#)

663.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[ecnerwala's solution](#)

664.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: implementation

[ecnerwala's solution](#)

665.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation
[ecnerwala's solution](#)

666.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,359 global accepts · Rating: 1200 · first AC: 2018-07-16 · Python 3 (first AC) · Tags: binary search, data structures, two pointers
[ecnerwala's solution](#)

667.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[ecnerwala's solution](#)

668.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[ecnerwala's solution](#)

669.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

670.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-21 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

671.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2017-08-22 · last AC: 2017-08-22 · Python 3 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[ecnerwala's solution](#)

672.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2017-08-04 · last AC: 2017-08-04 · Python 3 (first AC) · Tags: greedy, implementation
[ecnerwala's solution](#)

673.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

674.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: brute force, dp, implementation
[ecnerwala's solution](#)

675.

492B

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

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2017-06-29 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[ecnerwala's solution](#)

676.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[ecnerwala's solution](#)

677.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[ecnerwala's solution](#)

678.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-11 · GNU C++11 (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

679.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1200 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[ecnerwala's solution](#)

680.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,529 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, implementation

[ecnerwala's solution](#)

681.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

682.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

683.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

684.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

685.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

686.

433B

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

Quality: 53,858 global accepts · Rating: 1200 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[ecnerwala's solution](#)

687.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math

[ecnerwala's solution](#)

688.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[ecnerwala's solution](#)

689.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[ecnerwala's solution](#)

690.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[ecnerwala's solution](#)

691.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

692.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[ecnerwala's solution](#)

693.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2013-09-08 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

694.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: math

[ecnerwala's solution](#)

695.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: graphs, implementation

[ecnerwala's solution](#)

696.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

697.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: implementation

[ecnerwala's solution](#)

698.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs

[ecnerwala's solution](#)

699.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

700.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-08-06 · Java 6 (first AC) · Tags: *special, constructive algorithms

[ecnerwala's solution](#)

701.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-29 · Java 6 (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

702.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: implementation

[ecnerwala's solution](#)

703.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ecnerwala's solution](#)

704.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ecnerwala's solution](#)

705.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ecnerwala's solution](#)

706.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

707.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

708.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[ecnerwala's solution](#)

709.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ecnerwala's solution](#)

710.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[ecnerwala's solution](#)

711.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ecnerwala's solution](#)

712.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ecnerwala's solution](#)

713.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ecnerwala's solution](#)

714.

2116B

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

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ecnerwala's solution](#)

715.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

716.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[ecnerwala's solution](#)

717.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

718.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ecnerwala's solution](#)

719.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ecnerwala's solution](#)

720.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ecnerwala's solution](#)

721.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

722.

1881D

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

Quality: 28,428 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

723.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ecnerwala's solution](#)

724.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

725.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ecnerwala's solution](#)

726.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

727.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[ecnerwala's solution](#)

728.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ecnerwala's solution](#)

729.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[ecnerwala's solution](#)

730.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ecnerwala's solution](#)

731.

1737B

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

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

732.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
[ecnerwala's solution](#)

733.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ecnerwala's solution](#)

734.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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735.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[ecnerwala's solution](#)

736.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[ecnerwala's solution](#)

737.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ecnerwala's solution](#)

738.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[ecnerwala's solution](#)

739.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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740.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[ecnerwala's solution](#)

741.

1470A

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Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[ecnerwala's solution](#)

742.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
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743.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[ecnerwala's solution](#)

744.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[ecnerwala's solution](#)

745.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings
[ecnerwala's solution](#)

746.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[ecnerwala's solution](#)

747.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[ecnerwala's solution](#)

748.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[ecnerwala's solution](#)

749.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[ecnerwala's solution](#)

750.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[ecnerwala's solution](#)

751.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ecnerwala's solution](#)

752.

1347D

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

Rating: 1300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ecnerwala's solution](#)

753.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

754.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[ecnerwala's solution](#)

755.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ecnerwala's solution](#)

756.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ecnerwala's solution](#)

757.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

758.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[ecnerwala's solution](#)

759.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

760.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ecnerwala's solution](#)

761.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[ecnerwala's solution](#)

762.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ecnerwala's solution](#)

763.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[ecnerwala's solution](#)

764.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[ecnerwala's solution](#)

765.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

766.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

767.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[ecnerwala's solution](#)

768.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ecnerwala's solution](#)

769.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

770.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

771.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[ecnerwala's solution](#)

772.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ecnerwala's solution](#)

773.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[ecnerwala's solution](#)

774.

1059B

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Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ecnerwala's solution](#)

775.

1070D

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Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ecnerwala's solution](#)

776.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

777.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · last AC: 2018-09-06 · PyPy 3 (first AC) · Tags: greedy, sortings
[ecnerwala's solution](#)

778.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-06 · last AC: 2018-09-06 · PyPy 3 (first AC) · Tags: dp, greedy, math
[ecnerwala's solution](#)

779.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[ecnerwala's solution](#)

780.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ecnerwala's solution](#)

781.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ecnerwala's solution](#)

782.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[ecnerwala's solution](#)

783.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[ecnerwala's solution](#)

784.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · Python 3 (first AC) · Tags: binary search, math

[ecnerwala's solution](#)

785.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · Python 3 (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

786.

230B

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Quality: 95,820 global accepts · Rating: 1300 · first AC: 2017-08-22 · last AC: 2017-08-22 · Python 3 (first AC) · Tags: binary search, implementation, math, number theory

[ecnerwala's solution](#)

787.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2017-08-22 · Python 3 (first AC) · Tags: brute force

[ecnerwala's solution](#)

788.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[ecnerwala's solution](#)

789.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2017-07-04 · Python 3 (first AC) · Tags: data structures, hashing, implementation

[ecnerwala's solution](#)

790.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2017-07-04 · Python 3 (first AC) · Tags: brute force, dp

[ecnerwala's solution](#)

791.

630F

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Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

792.

630N

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Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[ecnerwala's solution](#)

793.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ecnerwala's solution](#)

794.

526A

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Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

795.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: greedy, math, strings

[ecnerwala's solution](#)

796.

493A

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Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[ecnerwala's solution](#)

797.

485B

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Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

798.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ecnerwala's solution](#)

799.

476B

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Quality: 37,019 global accepts · Rating: 1300 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

800.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

801.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: implementation, sortings

[ecnerwala's solution](#)

802.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy

[ecnerwala's solution](#)

803.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,484 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings
[ecnerwala's solution](#)

804.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: implementation
[ecnerwala's solution](#)

805.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: implementation
[ecnerwala's solution](#)

806.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: implementation
[ecnerwala's solution](#)

807.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: games, greedy
[ecnerwala's solution](#)

808.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,299 global accepts · Rating: 1300 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: implementation, strings, two pointers
[ecnerwala's solution](#)

809.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[ecnerwala's solution](#)

810.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-03 · GNU C++ (first AC) · Tags: greedy
[ecnerwala's solution](#)

811.

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-09-03 · Java 6 (first AC) · Tags: implementation
[ecnerwala's solution](#)

812.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2012-08-07 · Tcl (first AC) · Tags: *special, implementation
[ecnerwala's solution](#)

813.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-08-07 · Java 6 (first AC) · Tags: *special, brute force
[ecnerwala's solution](#)

814.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-08-06 · Java 6 (first AC) · Tags: *special, combinatorics
[ecnerwala's solution](#)

815.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-06 · Java 6 (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

816.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ecnerwala's solution](#)

817.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[ecnerwala's solution](#)

818.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[ecnerwala's solution](#)

819.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[ecnerwala's solution](#)

820.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ecnerwala's solution](#)

821.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[ecnerwala's solution](#)

822.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ecnerwala's solution](#)

823.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[ecnerwala's solution](#)

824.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[ecnerwala's solution](#)

825.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ecnerwala's solution](#)

826.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ecnerwala's solution](#)

827.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ecnerwala's solution](#)

828.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

829.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[ecnerwala's solution](#)

830.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[ecnerwala's solution](#)

831.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[ecnerwala's solution](#)

832.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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833.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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834.

1893A

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Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ecnerwala's solution](#)

835.

1883F

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

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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836.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ecnerwala's solution](#)

837.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[ecnerwala's solution](#)

838.

1854A1

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

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839.

1844D

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

[ecnerwala's solution](#)

840.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

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841.

1824A

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Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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842.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

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843.

1761C

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Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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844.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ecnerwala's solution](#)

845.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[ecnerwala's solution](#)

846.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[ecnerwala's solution](#)

847.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ecnerwala's solution](#)

848.

1634B

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Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[ecnerwala's solution](#)

849.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[ecnerwala's solution](#)

850.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ecnerwala's solution](#)

851.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ecnerwala's solution](#)

852.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ecnerwala's solution](#)

853.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[ecnerwala's solution](#)

854.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[ecnerwala's solution](#)

855.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[ecnerwala's solution](#)

856.

1443C

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Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[ecnerwala's solution](#)

857.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · last AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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858.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

859.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ecnerwala's solution](#)

860.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ecnerwala's solution](#)

861.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

862.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[ecnerwala's solution](#)

863.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ecnerwala's solution](#)

864.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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865.

1350B

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Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[ecnerwala's solution](#)

866.

1330B

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Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

867.

1332B

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Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[ecnerwala's solution](#)

868.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2020-03-20 · Python 3 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
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869.

1320A

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Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[ecnerwala's solution](#)

870.

435B

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[ecnerwala's solution](#)

871.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[ecnerwala's solution](#)

872.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[ecnerwala's solution](#)

873.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ecnerwala's solution](#)

874.

1256B

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Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: greedy

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875.

1245C

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876.

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

877.

1201C

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Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[ecnerwala's solution](#)

878.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

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879.

1184B1

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Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

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880.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · Python 3 (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

881.

1143C

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Quality: 17,645 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[ecnerwala's solution](#)

882.

1110B

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Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

883.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

884.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

885.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ecnerwala's solution](#)

886.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[ecnerwala's solution](#)

887.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force
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888.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

889.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

890.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

891.

1001G

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Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

892.

995B

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[ecnerwala's solution](#)

893.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[ecnerwala's solution](#)

894.

489C

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Quality: 51,678 global accepts · Rating: 1400 · first AC: 2017-08-17 · last AC: 2017-08-17 · Python 3 (first AC) · Tags: dp, greedy, implementation
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895.

675B

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Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
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896.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[ecnerwala's solution](#)

897.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

898.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

899.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, greedy
[ecnerwala's solution](#)

900.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[ecnerwala's solution](#)

901.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings
[ecnerwala's solution](#)

902.

518B

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Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, implementation, strings
[ecnerwala's solution](#)

903.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[ecnerwala's solution](#)

904.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation
[ecnerwala's solution](#)

905.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: implementation, math, matrices
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906.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[ecnerwala's solution](#)

907.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

908.

475B

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Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ecnerwala's solution](#)

909.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[ecnerwala's solution](#)

910.

436B

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Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

911.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

912.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

913.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[ecnerwala's solution](#)

914.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

915.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation

[ecnerwala's solution](#)

916.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: greedy, math, number theory

[ecnerwala's solution](#)

917.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy
[ecnerwala's solution](#)

918.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: sortings
[ecnerwala's solution](#)

919.

287C

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

Rating: 1400 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ecnerwala's solution](#)

920.

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-07-13 · Java 6 (first AC) · Tags: brute force, greedy
[ecnerwala's solution](#)

921.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[ecnerwala's solution](#)

922.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[ecnerwala's solution](#)

923.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[ecnerwala's solution](#)

924.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[ecnerwala's solution](#)

925.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[ecnerwala's solution](#)

926.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[ecnerwala's solution](#)

927.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,731 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[ecnerwala's solution](#)

928.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ecnerwala's solution](#)

929.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ecnerwala's solution](#)

930.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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931.

1949B

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932.

1817A

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933.

1873G

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934.

1883D

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935.

1881E

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936.

1858B

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937.

1851E

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938.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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939.

1737C

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940.

1738C

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Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

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941.

1710A

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942.

510B

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943.

1102D

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944.

1209C

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Quality: 7,859 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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945.

1630A

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946.

1621B

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947.

1616C

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948.

1552B

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949.

1545A

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950.

1542B

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951.

1484B

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952.

1466D

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953.

1439A1

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954.

1444A

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Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-08 · Rust (first AC) · Tags: brute force, math, number theory

[ecnerwala's solution](#)

955.

1408C

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[ecnerwala's solution](#)

956.

1426D

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Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ecnerwala's solution](#)

957.

1409D

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958.

1404A

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959.

1397B

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960.

1400C

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961.

1391C

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962.

1399D

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963.

1389C

[Good String](#) · [Tutorial](#)

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964.

1372C

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965.

1368C

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966.

1368B

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967.

1340A

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968.

1338A

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969.

1332C

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970.

1326D1

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971.

443B

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972.

1307C

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973.

1299A

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974.

1287B

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975.

1264A

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976.

1242A

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977.

1256D

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978.

1249C2

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979.

1211B

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980.

1208B

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981.

1207C

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982.

1203E

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Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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983.

1201B

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984.

1178D

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985.

1186D

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986.

1180B

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987.

1179A

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988.

1169B

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989.

1171F

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1158A

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1161A

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992.

1119C

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993.

1110C

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994.

1089G

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995.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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996.

1070H

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997.

1070F

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998.

1054C

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999.

1051C

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1000.

1012A

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1001.

1010A

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1002.

997A

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1003.

855B

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1004.

847A

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1005.

859C

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1006.

687A

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1007.

630K

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1008.

614A

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1009.

608B

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1010.

587A

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1011.

569A

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1012.

555A

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1013.

553A

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1014.

415B

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Quality: 6,692 global accepts · Rating: 1500 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, math

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1015.

501C

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Quality: 6,060 global accepts · Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

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1016.

468A

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1017.

460B

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Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

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1018.

455A

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1019.

436A

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Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

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1020.

437B

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1021.

441C

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Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation
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1022.

425A

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Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings
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1023.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[ecnerwala's solution](#)

1024.

404B

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Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

1025.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
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1026.

400C

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1027.

384B

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1028.

354A

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Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math
[ecnerwala's solution](#)

1029.

350B

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1030.

342B

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1031.

329B

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Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[ecnerwala's solution](#)

1032.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
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1033.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: binary search, data structures, dp
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1034.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,543 global accepts · Rating: 1500 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings
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1035.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,781 global accepts · Rating: 1500 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[ecnerwala's solution](#)

1036.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-03 · GNU C++ (first AC) · Tags: combinatorics
[ecnerwala's solution](#)

1037.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[ecnerwala's solution](#)

1038.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: bitmasks, implementation, two pointers
[ecnerwala's solution](#)

1039.

64B

[Expression](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 1500 · first AC: 2012-08-07 · Tcl (first AC) · Tags: *special, expression parsing
[ecnerwala's solution](#)

1040.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[ecnerwala's solution](#)

1041.

2207B

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

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[ecnerwala's solution](#)

1042.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[ecnerwala's solution](#)

1043.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ecnerwala's solution](#)

1044.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ecnerwala's solution](#)

1045.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ecnerwala's solution](#)

1046.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[ecnerwala's solution](#)

1047.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ecnerwala's solution](#)

1048.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ecnerwala's solution](#)

1049.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

1050.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

1051.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ecnerwala's solution](#)

1052.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[ecnerwala's solution](#)

1053.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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1054.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[ecnerwala's solution](#)

1055.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[ecnerwala's solution](#)

1056.

1165E

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ecnerwala's solution](#)

1057.

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[ecnerwala's solution](#)

1058.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
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1059.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
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1060.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
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1061.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
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1062.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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1063.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[ecnerwala's solution](#)

1064.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

1065.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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1066.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[ecnerwala's solution](#)

1067.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[ecnerwala's solution](#)

1068.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[ecnerwala's solution](#)

1069.

617C

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Quality: 5,235 global accepts · Rating: 1600 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ecnerwala's solution](#)

1070.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[ecnerwala's solution](#)

1071.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[ecnerwala's solution](#)

1072.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ecnerwala's solution](#)

1073.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[ecnerwala's solution](#)

1074.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

1075.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-05-31 · last AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[ecnerwala's solution](#)

1076.

1347E

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

Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[ecnerwala's solution](#)

1077.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[ecnerwala's solution](#)

1078.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[ecnerwala's solution](#)

1079.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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1080.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1081.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ecnerwala's solution](#)

1082.

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[ecnerwala's solution](#)

1083.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ecnerwala's solution](#)

1084.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[ecnerwala's solution](#)

1085.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

1086.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ecnerwala's solution](#)

1087.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

1088.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

1089.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

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1090.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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1091.

1246A

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Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

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1092.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ecnerwala's solution](#)

1093.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ecnerwala's solution](#)

1094.

1203D1

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Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1095.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[ecnerwala's solution](#)

1096.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[ecnerwala's solution](#)

1097.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[ecnerwala's solution](#)

1098.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[ecnerwala's solution](#)

1099.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[ecnerwala's solution](#)

1100.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

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1101.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ecnerwala's solution](#)

1102.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ecnerwala's solution](#)

1103.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[ecnerwala's solution](#)

1104.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[ecnerwala's solution](#)

1105.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ecnerwala's solution](#)

1106.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1107.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1108.

1056D

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

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[ecnerwala's solution](#)

1109.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

1110.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[ecnerwala's solution](#)

1111.

1045I

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Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[ecnerwala's solution](#)

1112.

1028C

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Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

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1113.

1027C

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Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-21 · last AC: 2018-08-21 · PyPy 3 (first AC) · Tags: greedy

[ecnerwala's solution](#)

1114.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

1115.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[ecnerwala's solution](#)

1116.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · last AC: 2018-07-31 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

1117.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees
[ecnerwala's solution](#)

1118.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[ecnerwala's solution](#)

1119.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[ecnerwala's solution](#)

1120.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ecnerwala's solution](#)

1121.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: geometry, implementation
[ecnerwala's solution](#)

1122.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: implementation
[ecnerwala's solution](#)

1123.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[ecnerwala's solution](#)

1124.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[ecnerwala's solution](#)

1125.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: geometry, sortings
[ecnerwala's solution](#)

1126.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[ecnerwala's solution](#)

1127.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp
[ecnerwala's solution](#)

1128.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

1129.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math
[ecnerwala's solution](#)

1130.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation
[ecnerwala's solution](#)

1131.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[ecnerwala's solution](#)

1132.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation
[ecnerwala's solution](#)

1133.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: constructive algorithms, strings
[ecnerwala's solution](#)

1134.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[ecnerwala's solution](#)

1135.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

1136.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures,

implementation, sortings, two pointers

[ecnerwala's solution](#)

1137.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[ecnerwala's solution](#)

1138.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[ecnerwala's solution](#)

1139.

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[ecnerwala's solution](#)

1140.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[ecnerwala's solution](#)

1141.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy

[ecnerwala's solution](#)

1142.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

1143.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: binary search, implementation, math

[ecnerwala's solution](#)

1144.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[ecnerwala's solution](#)

1145.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

1146.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[ecnerwala's solution](#)

1147.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

1148.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: implementation, math, number theory

[ecnerwala's solution](#)

1149.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

1150.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[ecnerwala's solution](#)

1151.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: games, math, number theory

[ecnerwala's solution](#)

1152.

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[ecnerwala's solution](#)

1153.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

1154.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1600 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[ecnerwala's solution](#)

1155.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: binary search, greedy, math, matrices, number theory

[ecnerwala's solution](#)

1156.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: greedy

[ecnerwala's solution](#)

1157.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2013-07-01 · GNU C++ (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

1158.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[ecnerwala's solution](#)

1159.

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: math

[ecnerwala's solution](#)

1160.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

1161.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: brute force

[ecnerwala's solution](#)

1162.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1163.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[ecnerwala's solution](#)

1164.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

1165.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-29 · Java 6 (first AC) · Tags: brute force, dp, greedy

[ecnerwala's solution](#)

1166.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2012-08-07 · Tcl (first AC) · Tags: *special, greedy, implementation, math

[ecnerwala's solution](#)

1167.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-07-31 · Java 6 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ecnerwala's solution](#)

1168.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ecnerwala's solution](#)

1169.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

1170.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[ecnerwala's solution](#)

1171.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ecnerwala's solution](#)

1172.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[ecnerwala's solution](#)

1173.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[ecnerwala's solution](#)

1174.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[ecnerwala's solution](#)

1175.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[ecnerwala's solution](#)

1176.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[ecnerwala's solution](#)

1177.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[ecnerwala's solution](#)

1178.

2096C

[Wonderful City](#) · [Tutorial](#)

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

1179.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings
[ecnerwala's solution](#)

1180.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ecnerwala's solution](#)

1181.

2053D

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

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

[ecnerwala's solution](#)

1182.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

1183.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1184.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ecnerwala's solution](#)

1185.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ecnerwala's solution](#)

1186.

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

[ecnerwala's solution](#)

1187.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ecnerwala's solution](#)

1188.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ecnerwala's solution](#)

1189.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

1190.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ecnerwala's solution](#)

1191.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ecnerwala's solution](#)

1192.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ecnerwala's solution](#)

1193.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ecnerwala's solution](#)

1194.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[ecnerwala's solution](#)

1195.

1881F

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

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

[ecnerwala's solution](#)

1196.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ecnerwala's solution](#)

1197.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ecnerwala's solution](#)

1198.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ecnerwala's solution](#)

1199.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ecnerwala's solution](#)

1200.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ecnerwala's solution](#)

1201.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ecnerwala's solution](#)

1202.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ecnerwala's solution](#)

1203.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ecnerwala's solution](#)

1204.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ecnerwala's solution](#)

1205.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[ecnerwala's solution](#)

1206.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ecnerwala's solution](#)

1207.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[ecnerwala's solution](#)

1208.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[ecnerwala's solution](#)

1209.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ecnerwala's solution](#)

1210.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[ecnerwala's solution](#)**1211.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[ecnerwala's solution](#)**1212.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ecnerwala's solution](#)**1213.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[ecnerwala's solution](#)**1214.**

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[ecnerwala's solution](#)**1215.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ecnerwala's solution](#)**1216.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · last AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[ecnerwala's solution](#)**1217.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[ecnerwala's solution](#)**1218.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[ecnerwala's solution](#)**1219.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

1220.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

1221.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[ecnerwala's solution](#)

1222.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[ecnerwala's solution](#)

1223.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[ecnerwala's solution](#)

1224.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings

[ecnerwala's solution](#)

1225.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

1226.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ecnerwala's solution](#)

1227.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[ecnerwala's solution](#)

1228.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[ecnerwala's solution](#)

1229.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ecnerwala's solution](#)

1230.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ecnerwala's solution](#)

1231.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[ecnerwala's solution](#)

1232.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ecnerwala's solution](#)

1233.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ecnerwala's solution](#)

1234.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[ecnerwala's solution](#)

1235.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ecnerwala's solution](#)

1236.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ecnerwala's solution](#)

1237.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

1238.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ecnerwala's solution](#)

1239.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

1240.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)

1241.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: greedy

[ecnerwala's solution](#)

1242.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[ecnerwala's solution](#)

1243.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ecnerwala's solution](#)

1244.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · Python 3 (first AC) · Tags: brute force, graphs

[ecnerwala's solution](#)

1245.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[ecnerwala's solution](#)

1246.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[ecnerwala's solution](#)

1247.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[ecnerwala's solution](#)

1248.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[ecnerwala's solution](#)

1249.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ecnerwala's solution](#)

1250.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

1251.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[ecnerwala's solution](#)

1252.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ecnerwala's solution](#)

1253.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

1254.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[ecnerwala's solution](#)

1255.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[ecnerwala's solution](#)

1256.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[ecnerwala's solution](#)

1257.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[ecnerwala's solution](#)

1258.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[ecnerwala's solution](#)

1259.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[ecnerwala's solution](#)

1260.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[ecnerwala's solution](#)

1261.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ecnerwala's solution](#)

1262.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ecnerwala's solution](#)

1263.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ecnerwala's solution](#)

1264.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ecnerwala's solution](#)

1265.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · last AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[ecnerwala's solution](#)

1266.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[ecnerwala's solution](#)

1267.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · Python 3 (first AC) · Tags: implementation

[ecnerwala's solution](#)

1268.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[ecnerwala's solution](#)

1269.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ecnerwala's solution](#)

1270.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[ecnerwala's solution](#)

1271.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[ecnerwala's solution](#)

1272.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

1273.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[ecnerwala's solution](#)

1274.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[ecnerwala's solution](#)

1275.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[ecnerwala's solution](#)

1276.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[ecnerwala's solution](#)

1277.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2015-07-22 · Python 2 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[ecnerwala's solution](#)

1278.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

1279.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[ecnerwala's solution](#)

1280.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[ecnerwala's solution](#)

1281.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[ecnerwala's solution](#)

1282.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: dp

[ecnerwala's solution](#)

1283.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[ecnerwala's solution](#)

1284.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: dp, implementation

[ecnerwala's solution](#)

1285.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings

[ecnerwala's solution](#)

1286.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math, meet-in-the-middle

[ecnerwala's solution](#)

1287.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-07-07 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation

[ecnerwala's solution](#)

1288.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[ecnerwala's solution](#)

1289.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1290.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[ecnerwala's solution](#)

1291.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation, sortings

[ecnerwala's solution](#)

1292.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1293.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: binary search, implementation, math
[ecnerwala's solution](#)

1294.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[ecnerwala's solution](#)

1295.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: data structures, trees
[ecnerwala's solution](#)

1296.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: binary search, math
[ecnerwala's solution](#)

1297.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[ecnerwala's solution](#)

1298.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
[ecnerwala's solution](#)

1299.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

1300.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

1301.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-03 · GNU C++ (first AC) · Tags: implementation, math
[ecnerwala's solution](#)

1302.

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures
[ecnerwala's solution](#)

1303.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: dfs and similar, implementation
[ecnerwala's solution](#)

1304.

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: brute force, greedy

[ecnerwala's solution](#)

1305.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[ecnerwala's solution](#)

1306.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[ecnerwala's solution](#)

1307.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ecnerwala's solution](#)

1308.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ecnerwala's solution](#)

1309.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ecnerwala's solution](#)

1310.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ecnerwala's solution](#)

1311.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ecnerwala's solution](#)

1312.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[ecnerwala's solution](#)

1313.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ecnerwala's solution](#)

1314.

2039C2

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

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

[ecnerwala's solution](#)

1315.

2035D

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

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

[ecnerwala's solution](#)

1316.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ecnerwala's solution](#)

1317.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[ecnerwala's solution](#)

1318.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ecnerwala's solution](#)

1319.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ecnerwala's solution](#)

1320.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[ecnerwala's solution](#)

1321.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

1322.

1862F

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

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[ecnerwala's solution](#)

1323.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks,

greedy, math, strings, trees

[ecnerwala's solution](#)

1324.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[ecnerwala's solution](#)

1325.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[ecnerwala's solution](#)

1326.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[ecnerwala's solution](#)

1327.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

1328.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

1329.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[ecnerwala's solution](#)

1330.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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1331.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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1332.

1630B

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Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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1333.

1572A

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Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dp, graphs, implementation, sortings

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1334.

1556D

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Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ecnerwala's solution](#)

1335.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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1336.

1552D

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[ecnerwala's solution](#)

1337.

1552C

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[ecnerwala's solution](#)

1338.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[ecnerwala's solution](#)

1339.

1517D

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Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[ecnerwala's solution](#)

1340.

1509C

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1341.

1508B

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1342.

1500A

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Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

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1343.

1491D

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Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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1344.

1477A

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1345.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[ecnerwala's solution](#)

1346.

1450D

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Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[ecnerwala's solution](#)

1347.

1446B

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[ecnerwala's solution](#)

1348.

846C

[Four Segments](#) · [Tutorial](#)

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1349.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[ecnerwala's solution](#)

1350.

1443D

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Rating: 1800 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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1351.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[ecnerwala's solution](#)

1352.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[ecnerwala's solution](#)

1353.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

sortings

[ecnerwala's solution](#)

1354.

853B

[Jury Meeting](#) · [Tutorial](#)

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[ecnerwala's solution](#)

1355.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[ecnerwala's solution](#)

1356.

1396B

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Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ecnerwala's solution](#)

1357.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

1358.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[ecnerwala's solution](#)

1359.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[ecnerwala's solution](#)

1360.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[ecnerwala's solution](#)

1361.

1367D

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Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ecnerwala's solution](#)

1362.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[ecnerwala's solution](#)

1363.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

1364.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ecnerwala's solution](#)

1365.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ecnerwala's solution](#)

1366.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[ecnerwala's solution](#)

1367.

1327E

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1368.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ecnerwala's solution](#)

1369.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ecnerwala's solution](#)

1370.

1290B

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Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[ecnerwala's solution](#)

1371.

1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ecnerwala's solution](#)

1372.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ecnerwala's solution](#)

1373.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

1374.

1267L

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Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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1375.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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1376.

1261B2

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Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ecnerwala's solution](#)

1377.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[ecnerwala's solution](#)

1378.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1379.

1246B

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Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[ecnerwala's solution](#)

1380.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ecnerwala's solution](#)

1381.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ecnerwala's solution](#)

1382.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1383.

1207D

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Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[ecnerwala's solution](#)

1384.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1385.

1190B

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1386.

1179B

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1387.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1388.

1138B

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1389.

1151C

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[ecnerwala's solution](#)

1390.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

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1391.

1076D

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1392.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[ecnerwala's solution](#)

1393.

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ecnerwala's solution](#)

1394.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[ecnerwala's solution](#)

1395.

1042D

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Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[ecnerwala's solution](#)

1396.

1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[ecnerwala's solution](#)

1397.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · PyPy 3 (first AC) · Tags: constructive algorithms, flows, math

[ecnerwala's solution](#)

1398.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · last AC: 2018-07-26 · Python 3 (first AC) · Tags: number theory

[ecnerwala's solution](#)

1399.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · last AC: 2018-07-26 · Python 3 (first AC) · Tags: binary search, interactive

[ecnerwala's solution](#)

1400.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, probabilities

[ecnerwala's solution](#)

1401.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[ecnerwala's solution](#)

1402.

847K

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

1403.

847C

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Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1404.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

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1405.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2016-06-28 · GNU C++11 (first AC) · Tags: bitmasks, dp

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1406.

675D

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Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: data structures, trees
[ecnerwala's solution](#)

1407.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math
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1408.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[ecnerwala's solution](#)

1409.

585A

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Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[ecnerwala's solution](#)

1410.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
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1411.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[ecnerwala's solution](#)

1412.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math
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1413.

478C

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Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: greedy
[ecnerwala's solution](#)

1414.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: string suffix structures, strings
[ecnerwala's solution](#)

1415.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, sortings
[ecnerwala's solution](#)

1416.

452B

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Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[ecnerwala's solution](#)

1417.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-07-07 · GNU C++0x (first AC) · Tags: greedy, math, probabilities

[ecnerwala's solution](#)

1418.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[ecnerwala's solution](#)

1419.

404C

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Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[ecnerwala's solution](#)

1420.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[ecnerwala's solution](#)

1421.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[ecnerwala's solution](#)

1422.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: greedy

[ecnerwala's solution](#)

1423.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

1424.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[ecnerwala's solution](#)

1425.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[ecnerwala's solution](#)

1426.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: greedy

[ecnerwala's solution](#)

1427.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2012-08-07 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[ecnerwala's solution](#)

1428.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2012-08-07 · Tcl (first AC) · Tags: *special, greedy

[ecnerwala's solution](#)

1429.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

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1430.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

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1431.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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1432.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ecnerwala's solution](#)

1433.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[ecnerwala's solution](#)

1434.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[ecnerwala's solution](#)

1435.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[ecnerwala's solution](#)

1436.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ecnerwala's solution](#)

1437.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

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1438.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ecnerwala's solution](#)

1439.

2053E

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

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

[ecnerwala's solution](#)

1440.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[ecnerwala's solution](#)

1441.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ecnerwala's solution](#)

1442.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ecnerwala's solution](#)

1443.

2002D1

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

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

[ecnerwala's solution](#)

1444.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ecnerwala's solution](#)

1445.

1949C

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

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

[ecnerwala's solution](#)

1446.

1909D

[Split Plus K](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1447.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[ecnerwala's solution](#)

1448.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[ecnerwala's solution](#)

1449.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[ecnerwala's solution](#)

1450.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[ecnerwala's solution](#)

1451.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

1452.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[ecnerwala's solution](#)

1453.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

1454.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ecnerwala's solution](#)

1455.

1787D

[Game on Axis](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1456.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1457.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ecnerwala's solution](#)

1458.

1738D

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

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

[ecnerwala's solution](#)

1459.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

1460.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[ecnerwala's solution](#)

1461.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[ecnerwala's solution](#)

1462.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ecnerwala's solution](#)

1463.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[ecnerwala's solution](#)

1464.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ecnerwala's solution](#)

1465.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ecnerwala's solution](#)

1466.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures,

implementation

[ecnerwala's solution](#)

1467.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ecnerwala's solution](#)

1468.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

1469.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[ecnerwala's solution](#)

1470.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[ecnerwala's solution](#)

1471.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ecnerwala's solution](#)

1472.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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1473.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[ecnerwala's solution](#)

1474.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ecnerwala's solution](#)

1475.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[ecnerwala's solution](#)

1476.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, trees

[ecnerwala's solution](#)

1477.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-08 · Rust (first AC) · Tags: combinatorics, math, sortings

[ecnerwala's solution](#)

1478.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[ecnerwala's solution](#)

1479.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[ecnerwala's solution](#)

1480.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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1481.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[ecnerwala's solution](#)

1482.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1483.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

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1484.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

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1485.

1367E

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Quality: 5,843 global accepts · Rating: 1900 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[ecnerwala's solution](#)

1486.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp,

greedy

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1487.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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1488.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[ecnerwala's solution](#)

1489.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[ecnerwala's solution](#)

1490.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[ecnerwala's solution](#)

1491.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[ecnerwala's solution](#)

1492.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[ecnerwala's solution](#)

1493.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[ecnerwala's solution](#)

1494.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[ecnerwala's solution](#)

1495.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ecnerwala's solution](#)

1496.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[ecnerwala's solution](#)

1497.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[ecnerwala's solution](#)

1498.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ecnerwala's solution](#)

1499.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[ecnerwala's solution](#)

1500.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[ecnerwala's solution](#)

1501.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-24 · Python 3 (first AC) · Tags: bitmasks, interactive, math

[ecnerwala's solution](#)

1502.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[ecnerwala's solution](#)

1503.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[ecnerwala's solution](#)

1504.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ecnerwala's solution](#)

1505.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[ecnerwala's solution](#)

1506.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[ecnerwala's solution](#)

1507.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[ecnerwala's solution](#)

1508.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ecnerwala's solution](#)

1509.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ecnerwala's solution](#)

1510.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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1511.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

1512.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

1513.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

[ecnerwala's solution](#)

1514.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ecnerwala's solution](#)

1515.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1516.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-31 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[ecnerwala's solution](#)

1517.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · PyPy 3 (first AC) · Tags: binary search, dp, greedy

[ecnerwala's solution](#)

1518.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-21 · Python 3 (first AC) · Tags: data structures, greedy, implementation

[ecnerwala's solution](#)

1519.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[ecnerwala's solution](#)

1520.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, brute force, interactive

[ecnerwala's solution](#)

1521.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

1522.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[ecnerwala's solution](#)

1523.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dp

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1524.

630E

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1525.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

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1526.

607B

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1527.

582B

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1528.

553B

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Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

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1529.

529B

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Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

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1530.

529E

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Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

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1531.

480C

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Rating: 1900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

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1532.

477B

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Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

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1533.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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1534.

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: dp, sortings

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1535.

459C

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Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, math

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1536.

457B

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Quality: 1,210 global accepts · Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[ecnerwala's solution](#)

1537.

455B

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Quality: 6,847 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[ecnerwala's solution](#)

1538.

452D

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Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

1539.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[ecnerwala's solution](#)

1540.

404D

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Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dp, implementation

[ecnerwala's solution](#)

1541.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[ecnerwala's solution](#)

1542.

353B

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Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[ecnerwala's solution](#)

1543.

343C

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Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[ecnerwala's solution](#)

1544.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-08 · GNU C++ (first AC) · Tags: geometry

[ecnerwala's solution](#)

1545.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[ecnerwala's solution](#)

1546.

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures

[ecnerwala's solution](#)

1547.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[ecnerwala's solution](#)

1548.

292D

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Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[ecnerwala's solution](#)

1549.

294C

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Quality: 4,353 global accepts · Rating: 1900 · first AC: 2013-04-10 · GNU C++ (first AC) · Tags: combinatorics, number theory

[ecnerwala's solution](#)

1550.

258B

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Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[ecnerwala's solution](#)

1551.

224E

[Partial Sums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: combinatorics, math, number theory

[ecnerwala's solution](#)

1552.

224D

[Two Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, strings

[ecnerwala's solution](#)

1553.

1872G

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

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[ecnerwala's solution](#)

1554.

2201C

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Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[ecnerwala's solution](#)

1555.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[ecnerwala's solution](#)

1556.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ecnerwala's solution](#)

1557.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ecnerwala's solution](#)

1558.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ecnerwala's solution](#)

1559.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ecnerwala's solution](#)

1560.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ecnerwala's solution](#)

1561.

2062E1

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

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

[ecnerwala's solution](#)

1562.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1563.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ecnerwala's solution](#)

1564.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

1565.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[ecnerwala's solution](#)

1566.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1567.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ecnerwala's solution](#)

1568.

1984D

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

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

[ecnerwala's solution](#)

1569.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1570.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ecnerwala's solution](#)

1571.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
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1572.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
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1573.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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1574.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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1575.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
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1576.

1862G

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Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
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1577.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
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1578.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
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1579.

1827B1

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Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
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1580.

1770D

[Koxia and Game](#) · [Tutorial](#)

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1581.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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1582.

1718B

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1583.

1696E

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1584.

1685B

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1585.

1672F1

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1586.

1641B

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1587.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

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1588.

1616D

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1589.

1588B

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[ecnerwala's solution](#)

1590.

1558C

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1591.

1458B

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1592.

1456B

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Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
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1593.

1451E1

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1594.

1438C

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1595.

1427C

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1596.

1427D

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1597.

1408D

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1598.

1426F

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Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings
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1599.

641E

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1600.

666B

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Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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187C

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Quality: 1,579 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu

[ecnerwala's solution](#)**1602.**

59D

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Quality: 748 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ecnerwala's solution](#)**1603.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[ecnerwala's solution](#)**1604.**

1399E1

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[ecnerwala's solution](#)**1605.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

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[ecnerwala's solution](#)**1606.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[ecnerwala's solution](#)**1607.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ecnerwala's solution](#)**1608.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ecnerwala's solution](#)**1609.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ecnerwala's solution](#)

1610.

1344B

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[ecnerwala's solution](#)

1611.

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

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1612.

435D

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Quality: 788 global accepts · Rating: 2000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[ecnerwala's solution](#)

1613.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[ecnerwala's solution](#)

1614.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ecnerwala's solution](#)

1615.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[ecnerwala's solution](#)

1616.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · last AC: 2019-11-04 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings, strings

[ecnerwala's solution](#)

1617.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[ecnerwala's solution](#)

1618.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[ecnerwala's solution](#)

1619.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[ecnerwala's solution](#)

1620.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[ecnerwala's solution](#)

1621.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math
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1622.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · last AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
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1623.

1200E

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Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
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1624.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
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1625.

1190D

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1626.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games
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1627.

1142B

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1628.

1103B

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1629.

1061D

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1630.

1070C

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Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
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1631.

1057C

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1632.

1033D

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1633.

1053B

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Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
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1634.

1010D

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1635.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
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1636.

952E

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1637.

900D

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1638.

855C

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1639.

656E

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[ecnerwala's solution](#)

1640.

656C

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1641.

6300

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1642.

571B

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1643.

555B

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Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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1644.

526C

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513C

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1646.

501D

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1647.

401D

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1648.

478D

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1649.

474E

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474C

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Quality: 3,385 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: brute force, geometry

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1651.

475D

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Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math
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1652.

468B

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464B

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Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry
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1654.

461B

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1655.

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1656.

446B

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1657.

400D

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1658.

384E

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1659.

383C

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1660.

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1661.

374A

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Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy, implementation
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1662.

374D

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1663.

360B

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1664.

353D

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1665.

346B

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1666.

340E

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1667.

337D

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1668.

216E

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1669.

171C

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[ecnerwala's solution](#)

1670.

214E

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1671.

2207E1

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1672.

2183E

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1673.

2183D2

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1674.

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1675.

2152E

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1676.

2150C

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1677.

2135D1

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1678.

2127E

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2124E

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1680.

2115B

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1681.

2061F1

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1682.

2045I

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1942D

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1684.

1919D

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1685.

1914G1

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1686.

1906F

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1688.

1896E

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1689.

1868B2

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1690.

1810E

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1691.

1799D2

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1692.

1787E

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1693.

1761D

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1694.

1710B

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1695.

1684E

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1696.

1667B

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1697.

1637E

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[ecnerwala's solution](#)

1698.

1628D1

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1699.

1621D

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1700.

1530E

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1701.

1510D

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Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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1702.

1510G

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1703.

1483C

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Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ecnerwala's solution](#)

1704.

1479B2

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1705.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

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1706.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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1707.

1450C1

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Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1708.

1446C

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Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

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1709.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

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1710.

1433F

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Quality: 6,747 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1711.

348B

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Quality: 2,283 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees

[ecnerwala's solution](#)

1712.

1434C

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Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

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1713.

1409F

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1714.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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1715.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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1716.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
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1717.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
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1718.

1389D

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1372D

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Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

1814.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[ecnerwala's solution](#)

1815.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[ecnerwala's solution](#)

1816.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[ecnerwala's solution](#)

1817.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[ecnerwala's solution](#)

1818.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ecnerwala's solution](#)

1819.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[ecnerwala's solution](#)

1820.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[ecnerwala's solution](#)

1821.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ecnerwala's solution](#)

1822.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ecnerwala's solution](#)

1823.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ecnerwala's solution](#)

1824.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

1825.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ecnerwala's solution](#)

1826.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[ecnerwala's solution](#)

1827.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

1828.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ecnerwala's solution](#)

1829.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ecnerwala's solution](#)

1830.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[ecnerwala's solution](#)

1831.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[ecnerwala's solution](#)

1832.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · last AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ecnerwala's solution](#)

1833.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[ecnerwala's solution](#)

1834.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ecnerwala's solution](#)

1835.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ecnerwala's solution](#)

1836.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[ecnerwala's solution](#)

1837.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, two pointers

[ecnerwala's solution](#)

1838.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

1839.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ecnerwala's solution](#)

1840.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ecnerwala's solution](#)

1841.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ecnerwala's solution](#)

1842.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2019-09-23 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[ecnerwala's solution](#)

1843.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ecnerwala's solution](#)

1844.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[ecnerwala's solution](#)

1845.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[ecnerwala's solution](#)

1846.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

1847.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[ecnerwala's solution](#)

1848.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ecnerwala's solution](#)

1849.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[ecnerwala's solution](#)

1850.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[ecnerwala's solution](#)

1851.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[ecnerwala's solution](#)

1852.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[ecnerwala's solution](#)

1853.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

1854.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

1855.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[ecnerwala's solution](#)

1856.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[ecnerwala's solution](#)

1857.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[ecnerwala's solution](#)

1858.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[ecnerwala's solution](#)

1859.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ecnerwala's solution](#)

1860.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms

[ecnerwala's solution](#)

1861.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ecnerwala's solution](#)

1862.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

1863.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[ecnerwala's solution](#)

1864.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

1865.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: data structures

[ecnerwala's solution](#)

1866.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[ecnerwala's solution](#)

1867.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

1868.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

1869.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[ecnerwala's solution](#)

1870.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[ecnerwala's solution](#)

1871.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation

[ecnerwala's solution](#)

1872.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ecnerwala's solution](#)

1873.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy

[ecnerwala's solution](#)

1874.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[ecnerwala's solution](#)

1875.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[ecnerwala's solution](#)

1876.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: binary search, data structures

[ecnerwala's solution](#)

1877.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: graph matchings

[ecnerwala's solution](#)

1878.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[ecnerwala's solution](#)

1879.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ecnerwala's solution](#)

1880.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: dp, graph matchings, greedy

[ecnerwala's solution](#)

1881.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-26 · GNU C++ (first AC) · Tags: greedy, math

[ecnerwala's solution](#)

1882.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: brute force, number theory, trees

[ecnerwala's solution](#)

1883.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[ecnerwala's solution](#)

1884.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[ecnerwala's solution](#)

1885.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ecnerwala's solution](#)

1886.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[ecnerwala's solution](#)

1887.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ecnerwala's solution](#)

1888.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ecnerwala's solution](#)

1889.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[ecnerwala's solution](#)

1890.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[ecnerwala's solution](#)

1891.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[ecnerwala's solution](#)

1892.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ecnerwala's solution](#)

1893.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[ecnerwala's solution](#)

1894.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[ecnerwala's solution](#)

1895.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[ecnerwala's solution](#)

1896.

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
[ecnerwala's solution](#)

1897.

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
[ecnerwala's solution](#)

1898.

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

[ecnerwala's solution](#)

1899.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ecnerwala's solution](#)

1900.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[ecnerwala's solution](#)

1901.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[ecnerwala's solution](#)

1902.

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

[ecnerwala's solution](#)

1903.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

1904.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ecnerwala's solution](#)

1905.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[ecnerwala's solution](#)

1906.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ecnerwala's solution](#)

1907.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ecnerwala's solution](#)

1908.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ecnerwala's solution](#)

1909.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ecnerwala's solution](#)

1910.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ecnerwala's solution](#)

1911.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[ecnerwala's solution](#)

1912.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[ecnerwala's solution](#)

1913.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[ecnerwala's solution](#)

1914.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[ecnerwala's solution](#)

1915.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[ecnerwala's solution](#)

1916.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ecnerwala's solution](#)

1917.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ecnerwala's solution](#)

1918.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ecnerwala's solution](#)

1919.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ecnerwala's solution](#)

1920.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

1921.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ecnerwala's solution](#)

1922.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

1923.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[ecnerwala's solution](#)

1924.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ecnerwala's solution](#)

1925.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ecnerwala's solution](#)

1926.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[ecnerwala's solution](#)

1927.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ecnerwala's solution](#)

1928.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings
[ecnerwala's solution](#)

1929.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[ecnerwala's solution](#)

1930.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[ecnerwala's solution](#)

1931.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[ecnerwala's solution](#)

1932.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[ecnerwala's solution](#)

1933.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths
[ecnerwala's solution](#)

1934.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[ecnerwala's solution](#)

1935.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[ecnerwala's solution](#)

1936.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[ecnerwala's solution](#)

1937.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings
[ecnerwala's solution](#)

1938.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-21 · last AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ecnerwala's solution](#)

1939.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

1940.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[ecnerwala's solution](#)

1941.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

1942.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[ecnerwala's solution](#)

1943.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[ecnerwala's solution](#)

1944.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ecnerwala's solution](#)

1945.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ecnerwala's solution](#)

1946.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

1947.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ecnerwala's solution](#)

1948.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ecnerwala's solution](#)

1949.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ecnerwala's solution](#)

1950.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[ecnerwala's solution](#)

1951.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-07-31 · last AC: 2018-07-31 · PyPy 3 (first AC) · Tags: dp, strings

[ecnerwala's solution](#)

1952.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[ecnerwala's solution](#)

1953.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[ecnerwala's solution](#)

1954.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

1955.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[ecnerwala's solution](#)

1956.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

1957.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[ecnerwala's solution](#)

1958.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

1959.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[ecnerwala's solution](#)

1960.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: math, matrices

[ecnerwala's solution](#)

1961.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[ecnerwala's solution](#)

1962.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ecnerwala's solution](#)

1963.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ecnerwala's solution](#)

1964.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[ecnerwala's solution](#)

1965.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ecnerwala's solution](#)

1966.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ecnerwala's solution](#)

1967.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ecnerwala's solution](#)

1968.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

1969.

1984E

[Shuffle](#) · [Tutorial](#)

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

[ecnerwala's solution](#)

1970.

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
[ecnerwala's solution](#)

1971.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[ecnerwala's solution](#)

1972.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[ecnerwala's solution](#)

1973.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[ecnerwala's solution](#)

1974.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[ecnerwala's solution](#)

1975.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[ecnerwala's solution](#)

1976.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[ecnerwala's solution](#)

1977.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[ecnerwala's solution](#)

1978.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[ecnerwala's solution](#)

1979.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ecnerwala's solution](#)

1980.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ecnerwala's solution](#)

1981.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ecnerwala's solution](#)

1982.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ecnerwala's solution](#)

1983.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ecnerwala's solution](#)

1984.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[ecnerwala's solution](#)

1985.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ecnerwala's solution](#)

1986.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ecnerwala's solution](#)

1987.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ecnerwala's solution](#)

1988.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[ecnerwala's solution](#)

1989.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

sortings, trees

[ecnerwala's solution](#)

1990.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[ecnerwala's solution](#)

1991.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[ecnerwala's solution](#)

1992.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[ecnerwala's solution](#)

1993.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ecnerwala's solution](#)

1994.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[ecnerwala's solution](#)

1995.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ecnerwala's solution](#)

1996.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ecnerwala's solution](#)

1997.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[ecnerwala's solution](#)

1998.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[ecnerwala's solution](#)

1999.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

2000.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[ecnerwala's solution](#)

2001.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ecnerwala's solution](#)

2002.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[ecnerwala's solution](#)

2003.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[ecnerwala's solution](#)

2004.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[ecnerwala's solution](#)

2005.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ecnerwala's solution](#)

2006.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ecnerwala's solution](#)

2007.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[ecnerwala's solution](#)

2008.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ecnerwala's solution](#)

2009.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[ecnerwala's solution](#)

2010.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ecnerwala's solution](#)

2011.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-03-30 · last AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[ecnerwala's solution](#)

2012.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[ecnerwala's solution](#)

2013.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ecnerwala's solution](#)

2014.

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2015.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ecnerwala's solution](#)

2016.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ecnerwala's solution](#)

2017.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ecnerwala's solution](#)

2018.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2019.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[ecnerwala's solution](#)

2020.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[ecnerwala's solution](#)

2021.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees
[ecnerwala's solution](#)

2022.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[ecnerwala's solution](#)

2023.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[ecnerwala's solution](#)

2024.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive
[ecnerwala's solution](#)

2025.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[ecnerwala's solution](#)

2026.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[ecnerwala's solution](#)

2027.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[ecnerwala's solution](#)

2028.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[ecnerwala's solution](#)

2029.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[ecnerwala's solution](#)

2030.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[ecnerwala's solution](#)

2031.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ecnerwala's solution](#)

2032.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ecnerwala's solution](#)

2033.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2034.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-06 · last AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[ecnerwala's solution](#)

2035.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[ecnerwala's solution](#)

2036.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[ecnerwala's solution](#)

2037.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ecnerwala's solution](#)

2038.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ecnerwala's solution](#)

2039.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[ecnerwala's solution](#)

2040.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2041.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory
[ecnerwala's solution](#)

2042.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[ecnerwala's solution](#)

2043.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[ecnerwala's solution](#)

2044.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

2045.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[ecnerwala's solution](#)

2046.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[ecnerwala's solution](#)

2047.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special
[ecnerwala's solution](#)

2048.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[ecnerwala's solution](#)

2049.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities
[ecnerwala's solution](#)

2050.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[ecnerwala's solution](#)

2051.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: number theory

[ecnerwala's solution](#)

2052.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[ecnerwala's solution](#)

2053.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dp, implementation

[ecnerwala's solution](#)

2054.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-23 · GNU C++11 (first AC) · Tags: data structures, sortings

[ecnerwala's solution](#)

2055.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[ecnerwala's solution](#)

2056.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

2057.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[ecnerwala's solution](#)

2058.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ecnerwala's solution](#)

2059.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[ecnerwala's solution](#)

2060.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ecnerwala's solution](#)

2061.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[ecnerwala's solution](#)

2062.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees
[ecnerwala's solution](#)

2063.

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[ecnerwala's solution](#)

2064.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[ecnerwala's solution](#)

2065.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[ecnerwala's solution](#)

2066.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[ecnerwala's solution](#)

2067.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ecnerwala's solution](#)

2068.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[ecnerwala's solution](#)

2069.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[ecnerwala's solution](#)

2070.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[ecnerwala's solution](#)

2071.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[ecnerwala's solution](#)

2072.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ecnerwala's solution](#)

2073.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ecnerwala's solution](#)

2074.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[ecnerwala's solution](#)

2075.

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

[ecnerwala's solution](#)

2076.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

2077.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ecnerwala's solution](#)

2078.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

2079.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2080.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2081.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[ecnerwala's solution](#)

2082.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[ecnerwala's solution](#)

2083.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[ecnerwala's solution](#)

2084.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ecnerwala's solution](#)

2085.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

2086.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ecnerwala's solution](#)

2087.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ecnerwala's solution](#)

2088.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ecnerwala's solution](#)

2089.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ecnerwala's solution](#)

2090.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ecnerwala's solution](#)

2091.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, interactive, ternary search

[ecnerwala's solution](#)

2092.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

2093.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ecnerwala's solution](#)

2094.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ecnerwala's solution](#)

2095.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ecnerwala's solution](#)

2096.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ecnerwala's solution](#)

2097.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-09 · last AC: 2021-11-07 · Rust (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ecnerwala's solution](#)

2098.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[ecnerwala's solution](#)

2099.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ecnerwala's solution](#)

2100.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ecnerwala's solution](#)

2101.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ecnerwala's solution](#)

2102.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ecnerwala's solution](#)

2103.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[ecnerwala's solution](#)

2104.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[ecnerwala's solution](#)

2105.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[ecnerwala's solution](#)

2106.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[ecnerwala's solution](#)

2107.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[ecnerwala's solution](#)

2108.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[ecnerwala's solution](#)

2109.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[ecnerwala's solution](#)

2110.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ecnerwala's solution](#)

2111.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[ecnerwala's solution](#)

2112.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[ecnerwala's solution](#)

2113.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[ecnerwala's solution](#)

2114.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[ecnerwala's solution](#)

2115.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[ecnerwala's solution](#)

2116.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[ecnerwala's solution](#)

2117.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2118.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[ecnerwala's solution](#)

2119.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[ecnerwala's solution](#)

2120.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[ecnerwala's solution](#)

2121.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[ecnerwala's solution](#)

2122.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math, trees
[ecnerwala's solution](#)

2123.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[ecnerwala's solution](#)

2124.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math
[ecnerwala's solution](#)

2125.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation
[ecnerwala's solution](#)

2126.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[ecnerwala's solution](#)

2127.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[ecnerwala's solution](#)

2128.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[ecnerwala's solution](#)

2129.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[ecnerwala's solution](#)

2130.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[ecnerwala's solution](#)

2131.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

2132.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ecnerwala's solution](#)

2133.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ecnerwala's solution](#)

2134.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ecnerwala's solution](#)

2135.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[ecnerwala's solution](#)

2136.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · last AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

2137.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ecnerwala's solution](#)

2138.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ecnerwala's solution](#)

2139.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ecnerwala's solution](#)

2140.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[ecnerwala's solution](#)

2141.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

2142.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-24 · last AC: 2015-12-24 · GNU C++11 (first AC) · Tags: hashing, strings
[ecnerwala's solution](#)

2143.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[ecnerwala's solution](#)

2144.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[ecnerwala's solution](#)

2145.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: dfs and similar, graphs
[ecnerwala's solution](#)

2146.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures
[ecnerwala's solution](#)

2147.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-07-07 · GNU C++0x (first AC) · Tags: data structures, greedy
[ecnerwala's solution](#)

2148.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, geometry
[ecnerwala's solution](#)

2149.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · last AC: 2014-04-27 · GNU C++ (first AC) · Tags: dp
[ecnerwala's solution](#)

2150.

384D

[Volcanoes](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: implementation
[ecnerwala's solution](#)

2151.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers
[ecnerwala's solution](#)

2152.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: combinatorics, math

[ecnerwala's solution](#)

2153.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

2154.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: data structures

[ecnerwala's solution](#)

2155.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[ecnerwala's solution](#)

2156.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[ecnerwala's solution](#)

2157.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ecnerwala's solution](#)

2158.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[ecnerwala's solution](#)

2159.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ecnerwala's solution](#)

2160.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ecnerwala's solution](#)

2161.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ecnerwala's solution](#)

2162.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ecnerwala's solution](#)

2163.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[ecnerwala's solution](#)

2164.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ecnerwala's solution](#)

2165.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ecnerwala's solution](#)

2166.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ecnerwala's solution](#)

2167.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

2168.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2169.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[ecnerwala's solution](#)

2170.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[ecnerwala's solution](#)

2171.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[ecnerwala's solution](#)

2172.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ecnerwala's solution](#)

2173.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ecnerwala's solution](#)

2174.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[ecnerwala's solution](#)

2175.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[ecnerwala's solution](#)

2176.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ecnerwala's solution](#)

2177.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[ecnerwala's solution](#)

2178.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[ecnerwala's solution](#)

2179.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[ecnerwala's solution](#)

2180.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[ecnerwala's solution](#)

2181.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[ecnerwala's solution](#)

2182.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[ecnerwala's solution](#)

2183.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[ecnerwala's solution](#)

2184.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[ecnerwala's solution](#)

2185.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[ecnerwala's solution](#)

2186.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

2187.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

2188.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ecnerwala's solution](#)

2189.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[ecnerwala's solution](#)

2190.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[ecnerwala's solution](#)

2191.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[ecnerwala's solution](#)

2192.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide

and conquer, greedy, implementation

[ecnerwala's solution](#)

2193.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[ecnerwala's solution](#)

2194.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2195.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[ecnerwala's solution](#)

2196.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[ecnerwala's solution](#)

2197.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ecnerwala's solution](#)

2198.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[ecnerwala's solution](#)

2199.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[ecnerwala's solution](#)

2200.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[ecnerwala's solution](#)

2201.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ecnerwala's solution](#)

2202.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math
[ecnerwala's solution](#)

2203.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ecnerwala's solution](#)

2204.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing

[ecnerwala's solution](#)

2205.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ecnerwala's solution](#)

2206.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[ecnerwala's solution](#)

2207.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[ecnerwala's solution](#)

2208.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[ecnerwala's solution](#)

2209.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ecnerwala's solution](#)

2210.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

2211.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ecnerwala's solution](#)

2212.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ecnerwala's solution](#)

2213.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[ecnerwala's solution](#)

2214.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ecnerwala's solution](#)

2215.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[ecnerwala's solution](#)

2216.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[ecnerwala's solution](#)

2217.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[ecnerwala's solution](#)

2218.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

2219.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

2220.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-22 · PyPy 3 (first AC) · Tags: bitmasks, math, number theory
[ecnerwala's solution](#)

2221.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · last AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[ecnerwala's solution](#)

2222.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees
[ecnerwala's solution](#)

2223.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[ecnerwala's solution](#)

2224.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: implementation, math

[ecnerwala's solution](#)

2225.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: dp, graphs

[ecnerwala's solution](#)

2226.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-07-07 · GNU C++0x (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

2227.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2228.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: number theory

[ecnerwala's solution](#)

2229.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[ecnerwala's solution](#)

2230.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: data structures

[ecnerwala's solution](#)

2231.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: math, number theory

[ecnerwala's solution](#)

2232.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2233.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[ecnerwala's solution](#)

2234.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[ecnerwala's solution](#)

2235.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[ecnerwala's solution](#)

2236.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[ecnerwala's solution](#)

2237.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[ecnerwala's solution](#)

2238.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[ecnerwala's solution](#)

2239.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ecnerwala's solution](#)

2240.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ecnerwala's solution](#)

2241.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[ecnerwala's solution](#)

2242.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

2243.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ecnerwala's solution](#)

2244.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[ecnerwala's solution](#)

2245.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[ecnerwala's solution](#)

2246.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ecnerwala's solution](#)

2247.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ecnerwala's solution](#)

2248.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

2249.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ecnerwala's solution](#)

2250.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ecnerwala's solution](#)

2251.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2252.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[ecnerwala's solution](#)

2253.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

2254.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

constructive algorithms, interactive

[ecnerwala's solution](#)

2255.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[ecnerwala's solution](#)

2256.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[ecnerwala's solution](#)

2257.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ecnerwala's solution](#)

2258.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-22 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[ecnerwala's solution](#)

2259.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ecnerwala's solution](#)

2260.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-04 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[ecnerwala's solution](#)

2261.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · last AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[ecnerwala's solution](#)

2262.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[ecnerwala's solution](#)

2263.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ecnerwala's solution](#)

2264.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[ecnerwala's solution](#)

2265.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[ecnerwala's solution](#)

2266.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[ecnerwala's solution](#)

2267.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ecnerwala's solution](#)

2268.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[ecnerwala's solution](#)

2269.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ecnerwala's solution](#)

2270.

1271F

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

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ecnerwala's solution](#)

2271.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[ecnerwala's solution](#)

2272.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[ecnerwala's solution](#)

2273.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ecnerwala's solution](#)

2274.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[ecnerwala's solution](#)

2275.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ecnerwala's solution](#)

2276.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · last AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[ecnerwala's solution](#)

2277.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

2278.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[ecnerwala's solution](#)

2279.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ecnerwala's solution](#)

2280.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ecnerwala's solution](#)

2281.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2282.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[ecnerwala's solution](#)

2283.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[ecnerwala's solution](#)

2284.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2285.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[ecnerwala's solution](#)

2286.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[ecnerwala's solution](#)

2287.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[ecnerwala's solution](#)

2288.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[ecnerwala's solution](#)

2289.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[ecnerwala's solution](#)

2290.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[ecnerwala's solution](#)

2291.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[ecnerwala's solution](#)

2292.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, matrices

[ecnerwala's solution](#)

2293.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, strings

[ecnerwala's solution](#)

2294.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: dfs and similar

[ecnerwala's solution](#)

2295.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[ecnerwala's solution](#)

2296.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[ecnerwala's solution](#)

2297.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[ecnerwala's solution](#)

2298.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[ecnerwala's solution](#)

2299.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[ecnerwala's solution](#)

2300.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[ecnerwala's solution](#)

2301.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[ecnerwala's solution](#)

2302.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

2303.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ecnerwala's solution](#)

2304.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[ecnerwala's solution](#)

2305.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

2306.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ecnerwala's solution](#)

2307.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[ecnerwala's solution](#)

2308.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[ecnerwala's solution](#)

2309.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[ecnerwala's solution](#)

2310.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2311.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

2312.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ecnerwala's solution](#)

2313.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ecnerwala's solution](#)

2314.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[ecnerwala's solution](#)

2315.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[ecnerwala's solution](#)

2316.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[ecnerwala's solution](#)

2317.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[ecnerwala's solution](#)

2318.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[ecnerwala's solution](#)

2319.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[ecnerwala's solution](#)

2320.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[ecnerwala's solution](#)

2321.

1746F

[Kazaaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[ecnerwala's solution](#)

2322.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[ecnerwala's solution](#)

2323.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[ecnerwala's solution](#)

2324.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[ecnerwala's solution](#)

2325.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[ecnerwala's solution](#)

2326.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ecnerwala's solution](#)

2327.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[ecnerwala's solution](#)

2328.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ecnerwala's solution](#)

2329.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[ecnerwala's solution](#)

2330.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[ecnerwala's solution](#)

2331.

1510F

[Fiber Shape](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 2800 · first AC: 2021-04-05 · last AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2332.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[ecnerwala's solution](#)

2333.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ecnerwala's solution](#)

2334.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ecnerwala's solution](#)

2335.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · last AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[ecnerwala's solution](#)

2336.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[ecnerwala's solution](#)

2337.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ecnerwala's solution](#)

2338.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-29 · last AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[ecnerwala's solution](#)

2339.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[ecnerwala's solution](#)

2340.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[ecnerwala's solution](#)

2341.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ecnerwala's solution](#)

2342.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[ecnerwala's solution](#)

2343.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[ecnerwala's solution](#)

2344.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[ecnerwala's solution](#)

2345.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[ecnerwala's solution](#)

2346.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, string suffix structures
[ecnerwala's solution](#)

2347.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[ecnerwala's solution](#)

2348.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[ecnerwala's solution](#)

2349.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

2350.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[ecnerwala's solution](#)

2351.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs
[ecnerwala's solution](#)

2352.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ecnerwala's solution](#)

2353.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · last AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ecnerwala's solution](#)

2354.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-08 · last AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[ecnerwala's solution](#)

2355.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math
[ecnerwala's solution](#)

2356.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp, trees

[ecnerwala's solution](#)

2357.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ecnerwala's solution](#)

2358.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ecnerwala's solution](#)

2359.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[ecnerwala's solution](#)

2360.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[ecnerwala's solution](#)

2361.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ecnerwala's solution](#)

2362.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ecnerwala's solution](#)

2363.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[ecnerwala's solution](#)

2364.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[ecnerwala's solution](#)

2365.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[ecnerwala's solution](#)

2366.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, math, matrices, trees

[ecnerwala's solution](#)

2367.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[ecnerwala's solution](#)

2368.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

2369.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2370.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ecnerwala's solution](#)

2371.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[ecnerwala's solution](#)

2372.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ecnerwala's solution](#)

2373.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ecnerwala's solution](#)

2374.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ecnerwala's solution](#)

2375.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[ecnerwala's solution](#)

2376.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ecnerwala's solution](#)

2377.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[ecnerwala's solution](#)

2378.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[ecnerwala's solution](#)

2379.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings
[ecnerwala's solution](#)

2380.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory
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2381.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
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2382.

1835D

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Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
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2383.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[ecnerwala's solution](#)

2384.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-06 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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2385.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[ecnerwala's solution](#)

2386.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[ecnerwala's solution](#)

2387.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

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2388.

1616F

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Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[ecnerwala's solution](#)

2389.

1578F

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Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[ecnerwala's solution](#)

2390.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ecnerwala's solution](#)

2391.

1510C

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Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[ecnerwala's solution](#)

2392.

1500D

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Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[ecnerwala's solution](#)

2393.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[ecnerwala's solution](#)

2394.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[ecnerwala's solution](#)

2395.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

2396.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

2397.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-09 · Rust (first AC) · Tags: constructive algorithms, dp, geometry
[ecnerwala's solution](#)

2398.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[ecnerwala's solution](#)

2399.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[ecnerwala's solution](#)

2400.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[ecnerwala's solution](#)

2401.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees
[ecnerwala's solution](#)

2402.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ecnerwala's solution](#)

2403.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[ecnerwala's solution](#)

2404.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[ecnerwala's solution](#)

2405.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive, shortest paths
[ecnerwala's solution](#)

2406.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[ecnerwala's solution](#)

2407.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[ecnerwala's solution](#)

2408.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[ecnerwala's solution](#)

2409.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees
[ecnerwala's solution](#)

2410.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[ecnerwala's solution](#)

2411.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-06 · PyPy 3 (first AC) · Tags: dp, strings
[ecnerwala's solution](#)

2412.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[ecnerwala's solution](#)

2413.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[ecnerwala's solution](#)

2414.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees
[ecnerwala's solution](#)

2415.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: number theory
[ecnerwala's solution](#)

2416.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: number theory
[ecnerwala's solution](#)

2417.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[ecnerwala's solution](#)

2418.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: geometry, math

[ecnerwala's solution](#)

2419.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 2900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

2420.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: data structures

[ecnerwala's solution](#)

2421.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: data structures

[ecnerwala's solution](#)

2422.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[ecnerwala's solution](#)

2423.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[ecnerwala's solution](#)

2424.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[ecnerwala's solution](#)

2425.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[ecnerwala's solution](#)

2426.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[ecnerwala's solution](#)

2427.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2428.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ecnerwala's solution](#)

2429.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[ecnerwala's solution](#)

2430.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[ecnerwala's solution](#)

2431.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive
[ecnerwala's solution](#)

2432.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[ecnerwala's solution](#)

2433.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[ecnerwala's solution](#)

2434.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees
[ecnerwala's solution](#)

2435.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[ecnerwala's solution](#)

2436.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[ecnerwala's solution](#)

2437.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[ecnerwala's solution](#)

2438.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[ecnerwala's solution](#)

2439.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

shortest paths

[ecnerwala's solution](#)

2440.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[ecnerwala's solution](#)

2441.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ecnerwala's solution](#)

2442.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2443.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[ecnerwala's solution](#)

2444.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ecnerwala's solution](#)

2445.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[ecnerwala's solution](#)

2446.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ecnerwala's solution](#)

2447.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[ecnerwala's solution](#)

2448.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[ecnerwala's solution](#)

2449.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[ecnerwala's solution](#)

2450.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[ecnerwala's solution](#)

2451.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[ecnerwala's solution](#)

2452.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ecnerwala's solution](#)

2453.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[ecnerwala's solution](#)

2454.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[ecnerwala's solution](#)

2455.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[ecnerwala's solution](#)

2456.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

2457.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ecnerwala's solution](#)

2458.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[ecnerwala's solution](#)

2459.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[ecnerwala's solution](#)

2460.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[ecnerwala's solution](#)

2461.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[ecnerwala's solution](#)

2462.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[ecnerwala's solution](#)

2463.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ecnerwala's solution](#)

2464.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees

[ecnerwala's solution](#)

2465.

1211I

[Unusual Graph](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 3000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[ecnerwala's solution](#)

2466.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive, shortest paths

[ecnerwala's solution](#)

2467.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · last AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[ecnerwala's solution](#)

2468.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[ecnerwala's solution](#)

2469.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[ecnerwala's solution](#)

2470.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[ecnerwala's solution](#)

2471.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[ecnerwala's solution](#)

2472.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[ecnerwala's solution](#)

2473.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive
[ecnerwala's solution](#)

2474.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[ecnerwala's solution](#)

2475.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing
[ecnerwala's solution](#)

2476.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: constructive algorithms, flows, math
[ecnerwala's solution](#)

2477.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: dp, matrices
[ecnerwala's solution](#)

2478.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

2479.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[ecnerwala's solution](#)

2480.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[ecnerwala's solution](#)

2481.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ecnerwala's solution](#)

2482.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ecnerwala's solution](#)

2483.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ecnerwala's solution](#)

2484.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[ecnerwala's solution](#)

2485.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

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2486.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[ecnerwala's solution](#)

2487.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[ecnerwala's solution](#)

2488.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ecnerwala's solution](#)

2489.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ecnerwala's solution](#)

2490.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[ecnerwala's solution](#)

2491.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ecnerwala's solution](#)

2492.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[ecnerwala's solution](#)

2493.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games
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2494.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
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2495.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
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2496.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees
[ecnerwala's solution](#)

2497.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar
[ecnerwala's solution](#)

2498.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees
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2499.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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2500.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2501.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[ecnerwala's solution](#)

2502.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[ecnerwala's solution](#)

2503.

1463F

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Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

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2504.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[ecnerwala's solution](#)

2505.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

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2506.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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2507.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[ecnerwala's solution](#)

2508.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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2509.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[ecnerwala's solution](#)

2510.

1286F

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Quality: 294 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[ecnerwala's solution](#)

2511.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[ecnerwala's solution](#)

2512.

1261F

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Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[ecnerwala's solution](#)

2513.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2514.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[ecnerwala's solution](#)

2515.

1211H

[Road Repair in Treeland](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3100 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, dp, trees

[ecnerwala's solution](#)

2516.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[ecnerwala's solution](#)

2517.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-12 · last AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

2518.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ecnerwala's solution](#)

2519.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ecnerwala's solution](#)

2520.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2018-11-05 · last AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ecnerwala's solution](#)

2521.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: graph matchings

[ecnerwala's solution](#)

2522.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: data structures

[ecnerwala's solution](#)

2523.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[ecnerwala's solution](#)

2524.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[ecnerwala's solution](#)

2525.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[ecnerwala's solution](#)

2526.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ecnerwala's solution](#)

2527.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ecnerwala's solution](#)

2528.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[ecnerwala's solution](#)

2529.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[ecnerwala's solution](#)

2530.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2531.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[ecnerwala's solution](#)

2532.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[ecnerwala's solution](#)

2533.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[ecnerwala's solution](#)

2534.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[ecnerwala's solution](#)

2535.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

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2536.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

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2537.

1799H

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Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

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2538.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

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2539.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

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2540.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[ecnerwala's solution](#)

2541.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

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2542.

1656H

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Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

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2543.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

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2544.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[ecnerwala's solution](#)

2545.

1588E

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

Rating: 3200 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[ecnerwala's solution](#)

2546.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2547.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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2548.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[ecnerwala's solution](#)

2549.

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[ecnerwala's solution](#)

2550.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[ecnerwala's solution](#)

2551.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

2552.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[ecnerwala's solution](#)

2553.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[ecnerwala's solution](#)

2554.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[ecnerwala's solution](#)

2555.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ecnerwala's solution](#)

2556.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ecnerwala's solution](#)

2557.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[ecnerwala's solution](#)

2558.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[ecnerwala's solution](#)

2559.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[ecnerwala's solution](#)

2560.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

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2561.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[ecnerwala's solution](#)

2562.

1336D

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Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

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2563.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
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2564.

1286E

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Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
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2565.

1284F

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Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[ecnerwala's solution](#)

2566.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ecnerwala's solution](#)

2567.

1242E

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Quality: 155 global accepts · Rating: 3200 · first AC: 2019-11-06 · last AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[ecnerwala's solution](#)

2568.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ecnerwala's solution](#)

2569.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities
[ecnerwala's solution](#)

2570.

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: —
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2571.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive
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2572.

1119H

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Quality: 797 global accepts · Rating: 3200 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
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2573.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[ecnerwala's solution](#)

2574.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-03-30 · last AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[ecnerwala's solution](#)

2575.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ecnerwala's solution](#)

2576.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2019-01-07 · Python 3 (first AC) · Tags: greedy, implementation

[ecnerwala's solution](#)

2577.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: games

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2578.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · last AC: 2018-12-30 · Java 8 (first AC) · Tags: interactive, math, number theory

[ecnerwala's solution](#)

2579.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-09-10 · last AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[ecnerwala's solution](#)

2580.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ecnerwala's solution](#)

2581.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-02 · last AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[ecnerwala's solution](#)

2582.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: trees

[ecnerwala's solution](#)

2583.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[ecnerwala's solution](#)

2584.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[ecnerwala's solution](#)

2585.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ecnerwala's solution](#)

2586.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[ecnerwala's solution](#)

2587.

2066F

[Curse](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[ecnerwala's solution](#)

2588.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[ecnerwala's solution](#)

2589.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[ecnerwala's solution](#)

2590.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[ecnerwala's solution](#)

2591.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[ecnerwala's solution](#)

2592.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[ecnerwala's solution](#)

2593.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[ecnerwala's solution](#)

2594.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ecnerwala's solution](#)

2595.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2596.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[ecnerwala's solution](#)

2597.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[ecnerwala's solution](#)

2598.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[ecnerwala's solution](#)

2599.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings

[ecnerwala's solution](#)

2600.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[ecnerwala's solution](#)

2601.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[ecnerwala's solution](#)

2602.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[ecnerwala's solution](#)

2603.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[ecnerwala's solution](#)

2604.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[ecnerwala's solution](#)

2605.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2606.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[ecnerwala's solution](#)

2607.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[ecnerwala's solution](#)

2608.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ecnerwala's solution](#)

2609.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2610.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[ecnerwala's solution](#)

2611.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[ecnerwala's solution](#)

2612.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2613.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[ecnerwala's solution](#)

2614.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-06 · last AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math
[ecnerwala's solution](#)

2615.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[ecnerwala's solution](#)

2616.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy
[ecnerwala's solution](#)

2617.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[ecnerwala's solution](#)

2618.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-16 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math
[ecnerwala's solution](#)

2619.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, sortings
[ecnerwala's solution](#)

2620.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer
[ecnerwala's solution](#)

2621.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[ecnerwala's solution](#)

2622.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[ecnerwala's solution](#)

2623.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing
[ecnerwala's solution](#)

2624.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2020-04-04 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

2625.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-17 · last AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[ecnerwala's solution](#)

2626.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2627.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ecnerwala's solution](#)

2628.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2629.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2019-12-19 · last AC: 2019-12-19 · PyPy 3 (first AC) · Tags: string suffix structures

[ecnerwala's solution](#)

2630.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[ecnerwala's solution](#)

2631.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-19 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ecnerwala's solution](#)

2632.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[ecnerwala's solution](#)

2633.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[ecnerwala's solution](#)

2634.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[ecnerwala's solution](#)

2635.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[ecnerwala's solution](#)

2636.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[ecnerwala's solution](#)

2637.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2638.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

2639.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[ecnerwala's solution](#)

2640.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[ecnerwala's solution](#)

2641.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[ecnerwala's solution](#)

2642.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[ecnerwala's solution](#)

2643.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[ecnerwala's solution](#)

2644.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2645.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[ecnerwala's solution](#)

2646.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[ecnerwala's solution](#)

2647.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ecnerwala's solution](#)

2648.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[ecnerwala's solution](#)

2649.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[ecnerwala's solution](#)

2650.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2651.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

2652.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, trees

[ecnerwala's solution](#)

2653.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[ecnerwala's solution](#)

2654.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

2655.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-12-30 · last AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, interactive

[ecnerwala's solution](#)

2656.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[ecnerwala's solution](#)

2657.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[ecnerwala's solution](#)

2658.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[ecnerwala's solution](#)

2659.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ecnerwala's solution](#)

2660.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[ecnerwala's solution](#)

2661.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ecnerwala's solution](#)

2662.

1190F

[Tokitsukaze and Powers](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3400 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory, probabilities

[ecnerwala's solution](#)

2663.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

2664.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ecnerwala's solution](#)

2665.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[ecnerwala's solution](#)

2666.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[ecnerwala's solution](#)

2667.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-05 · last AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ecnerwala's solution](#)

2668.

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[ecnerwala's solution](#)

2669.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ecnerwala's solution](#)

2670.

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[ecnerwala's solution](#)

2671.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ecnerwala's solution](#)

2672.

2187F2

[Al Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[ecnerwala's solution](#)

2673.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[ecnerwala's solution](#)

2674.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-19 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ecnerwala's solution](#)

2675.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[ecnerwala's solution](#)

2676.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ecnerwala's solution](#)

2677.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle
[ecnerwala's solution](#)

2678.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search
[ecnerwala's solution](#)

2679.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules
[ecnerwala's solution](#)

2680.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation
[ecnerwala's solution](#)

2681.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs
[ecnerwala's solution](#)

2682.

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry
[ecnerwala's solution](#)

2683.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[ecnerwala's solution](#)

2684.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees
[ecnerwala's solution](#)

2685.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[ecnerwala's solution](#)

2686.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[ecnerwala's solution](#)

2687.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees
[ecnerwala's solution](#)

2688.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs
[ecnerwala's solution](#)

2689.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[ecnerwala's solution](#)

2690.

2084H

[Turtle and Nediam 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ecnerwala's solution](#)

2691.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ecnerwala's solution](#)

2692.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[ecnerwala's solution](#)

2693.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs
[ecnerwala's solution](#)

2694.

2061H1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
[ecnerwala's solution](#)

2695.

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[ecnerwala's solution](#)

2696.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[ecnerwala's solution](#)

2697.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[ecnerwala's solution](#)

2698.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation
[ecnerwala's solution](#)

2699.

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-08-14 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ecnerwala's solution](#)

2700.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings
[ecnerwala's solution](#)

2701.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[ecnerwala's solution](#)

2702.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees
[ecnerwala's solution](#)

2703.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees
[ecnerwala's solution](#)

2704.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees
[ecnerwala's solution](#)

2705.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, math, number theory
[ecnerwala's solution](#)

2706.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dfs and similar, dp, graphs

[ecnerwala's solution](#)

2707.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[ecnerwala's solution](#)

2708.

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

2709.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

2710.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees

[ecnerwala's solution](#)

2711.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows

[ecnerwala's solution](#)

2712.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[ecnerwala's solution](#)

2713.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[ecnerwala's solution](#)

2714.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[ecnerwala's solution](#)

2715.

1827F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ecnerwala's solution](#)

2716.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

2717.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[ecnerwala's solution](#)

2718.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[ecnerwala's solution](#)

2719.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[ecnerwala's solution](#)

2720.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-17 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory
[ecnerwala's solution](#)

2721.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[ecnerwala's solution](#)

2722.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[ecnerwala's solution](#)

2723.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[ecnerwala's solution](#)

2724.

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[ecnerwala's solution](#)

2725.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[ecnerwala's solution](#)

2726.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[ecnerwala's solution](#)

2727.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[ecnerwala's solution](#)

2728.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures

[ecnerwala's solution](#)

2729.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ecnerwala's solution](#)

2730.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[ecnerwala's solution](#)

2731.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[ecnerwala's solution](#)

2732.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[ecnerwala's solution](#)

2733.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[ecnerwala's solution](#)

2734.

1545E1

[AquaMoon and Time Stop \(easy version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

2735.

1545E2

[AquaMoon and Time Stop \(hard version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

2736.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[ecnerwala's solution](#)

2737.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[ecnerwala's solution](#)

2738.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ecnerwala's solution](#)

2739.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[ecnerwala's solution](#)

2740.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[ecnerwala's solution](#)

2741.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[ecnerwala's solution](#)

2742.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ecnerwala's solution](#)

2743.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[ecnerwala's solution](#)

2744.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[ecnerwala's solution](#)

2745.

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

2746.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ecnerwala's solution](#)

2747.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[ecnerwala's solution](#)

2748.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2020-11-29 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ecnerwala's solution](#)

2749.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2020-11-23 · Rust (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[ecnerwala's solution](#)

2750.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, trees

[ecnerwala's solution](#)

2751.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[ecnerwala's solution](#)

2752.

1441F

[Matching](#) · [Tutorial](#)

Rating: 3500 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2753.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[ecnerwala's solution](#)

2754.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-12 · last AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: strings

[ecnerwala's solution](#)

2755.

1375I

[Cubic Lattice](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2020-07-06 · last AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices, number theory

[ecnerwala's solution](#)

2756.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2757.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ecnerwala's solution](#)

2758.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-17 · last AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[ecnerwala's solution](#)

2759.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[ecnerwala's solution](#)

2760.

1326G

[Spiderweb Trees](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, trees

[ecnerwala's solution](#)

2761.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-04 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ecnerwala's solution](#)

2762.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ecnerwala's solution](#)

2763.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ecnerwala's solution](#)

2764.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

2765.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[ecnerwala's solution](#)

2766.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2019-12-05 · last AC: 2019-12-05 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[ecnerwala's solution](#)

2767.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3500 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ecnerwala's solution](#)

2768.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2769.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ecnerwala's solution](#)

2770.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ecnerwala's solution](#)

2771.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[ecnerwala's solution](#)

2772.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2019-07-23 · last AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ecnerwala's solution](#)

2773.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ecnerwala's solution](#)

2774.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ecnerwala's solution](#)

2775.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[ecnerwala's solution](#)

2776.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2777.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[ecnerwala's solution](#)

2778.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[ecnerwala's solution](#)

2779.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ecnerwala's solution](#)

2780.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ecnerwala's solution](#)

2781.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ecnerwala's solution](#)

2782.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ecnerwala's solution](#)

2783.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ecnerwala's solution](#)

2784.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ecnerwala's solution](#)

2785.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ecnerwala's solution](#)

2786.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[ecnerwala's solution](#)

2787.

2207H2

[Bowser's Castle \(Medium Version\)](#) · [Tutorial](#)

Quality: 39 global accepts · Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[ecnerwala's solution](#)

2788.

2207H1

[Bowser's Castle \(Easy Version\)](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[ecnerwala's solution](#)

2789.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-09-01 · Kotlin 2.2 (first AC) · Tags: *special, dp
[ecnerwala's solution](#)

2790.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-09-01 · Kotlin 2.2 (first AC) · Tags: *special, interactive
[ecnerwala's solution](#)

2791.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-09-01 · Kotlin 2.2 (first AC) · Tags: *special, greedy
[ecnerwala's solution](#)

2792.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-09-01 · Kotlin 2.2 (first AC) · Tags: *special
[ecnerwala's solution](#)

2793.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-09-01 · Kotlin 2.2 (first AC) · Tags: *special
[ecnerwala's solution](#)

2794.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2795.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2796.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2797.

101142I

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

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2798.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2799.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2800.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2801.

1755F

[Half of Same](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, math
[ecnerwala's solution](#)

2802.

1755E

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

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, dp
[ecnerwala's solution](#)

2803.

1755D

[Gardener and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, implementation, trees
[ecnerwala's solution](#)

2804.

1755C

[Save More Mice](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[ecnerwala's solution](#)

2805.

1755B

[Make it Divisible by 25](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math
[ecnerwala's solution](#)

2806.

1755A

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special
[ecnerwala's solution](#)

2807.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2808.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms
[ecnerwala's solution](#)

2809.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-01 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings
[ecnerwala's solution](#)

2810.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
[ecnerwala's solution](#)

2811.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation

[ecnerwala's solution](#)

2812.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, dp, math

[ecnerwala's solution](#)

2813.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, divide and conquer, implementation, math

[ecnerwala's solution](#)

2814.

1663C

[P Ò! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[ecnerwala's solution](#)

2815.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[ecnerwala's solution](#)

2816.

103456E

[Ppopgi](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2817.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2818.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2819.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2820.

103261J

[Closest Pair Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2821.

103261K

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2822.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2823.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2824.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Python 3 (first AC) · Tags: —
[ecnerwala's solution](#)

2825.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2826.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2827.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2828.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2829.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2830.

103110J

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2831.

103110L

[Squid Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2832.

103110K

[Rabbit Subtraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2833.

103110I

[Grid Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2834.

103110H

[Street Layout](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2835.

103110G

[Map Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2836.

103110F

[Island Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2837.

103110E

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

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2838.

103110C

[Reverse Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2839.

103110D

[Apple Orchard](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2840.

103110B

[Digit Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2841.

103110A

[Mountain Climbing](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2842.

103109L

[Pillar Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2843.

103109J

[Luigi's Mansion](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2844.

103109K

[Kirby's Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2845.

103109I

[Immortality Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2846.

103109G

[Scribble Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2847.

103109F

[Squid Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2848.

103109H

[Future Gadget Lab](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2849.

103109D

[Cytus Craze](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2850.

103109A

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2851.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2852.

103109E

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2853.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2854.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2855.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · Java 11 (first AC) · Tags: —

[ecnerwala's solution](#)

2856.

103091M

[Plants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2857.

103091F

[Star City](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2858.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · Java 11 (first AC) · Tags: —

[ecnerwala's solution](#)

2859.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2860.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2861.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2862.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2863.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · last AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2864.

102956L

[Business Semiconductor Units](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2865.

102832G

[Monkey's Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2866.

102832B

[The Tortoise and the Hare](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2867.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · last AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2868.

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2869.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2870.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2871.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2872.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2873.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2874.

102832D

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

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2875.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2876.

102824J

[Tanya's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2877.

102824I

[Textile Display](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2878.

102824L

[Building Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2879.

102824F

[Night of the Candles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2880.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2881.

102824D

[The Duplicator](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2882.

102824C

[Calendars](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2883.

102824B

[Stone Piles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2884.

102824A

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2885.

102824K

[Sphinx Economics](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2886.

102824G

[Gemstones](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2887.

102824H

[The Flock of Rams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2888.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2889.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2890.

102569C

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

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2891.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2892.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2893.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2894.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2895.

102569B

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

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2896.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2897.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2898.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[ecnerwala's solution](#)

2899.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2900.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[ecnerwala's solution](#)

2901.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, math, number theory

[ecnerwala's solution](#)

2902.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, bitmasks

[ecnerwala's solution](#)

2903.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[ecnerwala's solution](#)

2904.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[ecnerwala's solution](#)

2905.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[ecnerwala's solution](#)

2906.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, brute force, dp, strings

[ecnerwala's solution](#)

2907.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, implementation

[ecnerwala's solution](#)

2908.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[ecnerwala's solution](#)

2909.

102512D

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2910.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2911.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2912.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2913.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2914.

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2915.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2916.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ecnerwala's solution](#)

2917.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2918.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2919.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2920.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2921.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2922.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2923.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2924.

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2925.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2926.

102411D

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

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2927.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2928.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2929.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2930.

102411F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2931.

1302J

[Keep talking and nobody explodes -- hard](#) · [Tutorial](#)

Quality: 12 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2932.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · last AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2933.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2934.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2935.

102460G

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

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2936.

102460L

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

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2937.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2938.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2939.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2940.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2941.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2942.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

2943.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2944.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2945.

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2946.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2947.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2948.

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2949.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2950.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2951.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2952.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2953.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2954.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2955.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2956.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2957.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2958.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2959.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2960.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2961.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2962.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2963.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2964.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2965.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2966.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2967.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2968.

102433C

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

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2969.

100512H

[Hats and Wizards](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2970.

100512I

[Incomparable Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2971.

100512E

[Equal Hash Codes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2972.

100512A

[Abstract Dances](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · PyPy 3 (first AC) · Tags: —
[ecnerwala's solution](#)

2973.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2974.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2975.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2976.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2977.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2978.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2979.

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2980.

101234H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2981.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2982.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2983.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2984.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2985.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2986.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2987.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2988.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2989.

100971E

[Bisection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2990.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

2991.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2992.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

2993.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2994.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2995.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

2996.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2997.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

2998.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

2999.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3000.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3001.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3002.

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3003.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3004.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3005.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3006.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3007.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3008.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3009.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees
[ecnerwala's solution](#)

3010.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[ecnerwala's solution](#)

3011.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[ecnerwala's solution](#)

3012.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special
[ecnerwala's solution](#)

3013.

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, dp
[ecnerwala's solution](#)

3014.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
[ecnerwala's solution](#)

3015.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs
[ecnerwala's solution](#)

3016.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[ecnerwala's solution](#)

3017.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search
[ecnerwala's solution](#)

3018.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[ecnerwala's solution](#)

3019.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings
[ecnerwala's solution](#)

3020.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[ecnerwala's solution](#)

3021.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math
[ecnerwala's solution](#)

3022.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · last AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3023.

101309C

[Cactus Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3024.

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · Python 3 (first AC) · Tags: —
[ecnerwala's solution](#)

3025.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3026.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3027.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3028.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3029.

101309F

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

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3030.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3031.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · Python 3 (first AC) · Tags: —

[ecnerwala's solution](#)

3032.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3033.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · last AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3034.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3035.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3036.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3037.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3038.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3039.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3040.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3041.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3042.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3043.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3044.

102114L

[Lost In The Echo](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · last AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3045.

102114I

[Innocence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3046.

102114D

[Daylight](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3047.

102114A

[Always Online](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3048.

102114F

[Fireflies](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3049.

102114C

[Call It What You Want](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3050.

102114H

[Hills And Valleys](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3051.

102114K

[Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3052.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3053.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3054.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3055.

102055F

[Cones](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · last AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3056.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · Java 8 (first AC) · Tags: —
[ecnerwala's solution](#)

3057.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3058.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3059.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3060.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3061.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3062.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3063.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3064.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3065.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3066.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3067.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3068.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3069.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3070.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3071.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3072.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3073.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3074.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3075.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3076.

100451I

[Presents](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · last AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3077.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · Python 3 (first AC) · Tags: —

[ecnerwala's solution](#)

3078.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3079.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3080.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3081.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3082.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3083.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3084.

101987C

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

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3085.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3086.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3087.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3088.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3089.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3090.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3091.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3092.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3093.

102028G

[Shortest Paths on Random Forests](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3094.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3095.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3096.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3097.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3098.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3099.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3100.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3101.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3102.

102028E

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

Rating: — · first AC: 2019-01-22 · Python 3 (first AC) · Tags: —
[ecnerwala's solution](#)

3103.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3104.

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3105.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3106.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3107.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3108.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3109.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3110.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3111.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3112.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3113.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3114.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3115.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3116.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3117.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3118.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3119.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3120.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3121.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3122.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3123.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3124.

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3125.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3126.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3127.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3128.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3129.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3130.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3131.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3132.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3133.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3134.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3135.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3136.

101981C

[Cherry and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3137.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · last AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3138.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3139.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3140.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3141.

101981F

[Frank](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3142.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3143.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3144.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3145.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3146.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3147.

101981J

[Prime Game](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3148.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3149.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3150.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3151.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3152.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3153.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3154.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3155.

101982C

[Contest Setting](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3156.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3157.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3158.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3159.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3160.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3161.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3162.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3163.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3164.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3165.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3166.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3167.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3168.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · Python 3 (first AC) · Tags: —
[ecnerwala's solution](#)

3169.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3170.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3171.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3172.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3173.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3174.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3175.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3176.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3177.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3178.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3179.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3180.

101670K

[Treetop Walkway](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3181.

101670G

[Ice cream samples](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3182.

101670F

[Shooting Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3183.

101670D

[Equinox Roller Coaster](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3184.

101670E

[Forest Picture](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3185.

101670I

[Go Northwest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3186.

101670J

[Punching Power](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3187.

101670C

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

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3188.

101670B

[Pond Cascade](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3189.

101670H

[Dark Ride with Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3190.

101670A

[Amusement Anticipation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[ecnerwala's solution](#)

3191.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3192.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3193.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3194.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3195.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3196.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3197.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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3198.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · PyPy 3 (first AC) · Tags: —

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3199.

101149J

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Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · PyPy 3 (first AC) · Tags: —

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3200.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3201.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · last AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3202.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3203.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3204.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3205.

101341J

[Catch the Monster](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3206.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3207.

101341L

[High Probability Cast](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3208.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3209.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3210.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3211.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3212.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3213.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3214.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ecnerwala's solution](#)

3215.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3216.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · PyPy 3 (first AC) · Tags: —

[ecnerwala's solution](#)

3217.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3218.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · last AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3219.

101755G

[Underpalindromity](#) · [Tutorial](#)

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3220.

101755I

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3221.

101755L

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3222.

101755H

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3223.

101755C

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3224.

101755K

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3225.

101755F

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3226.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —
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3227.

101755B

[Minimal Area](#) · [Tutorial](#)

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3228.

101755E

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3229.

101755J

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3230.

101755A

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3231.

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3232.

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[Self-numbers II](#) · [Tutorial](#)

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3233.

undefined107

[987654321 problem](#) · [Tutorial](#)

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3234.

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[The Equation](#) · [Tutorial](#)

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3235.

undefined105

[Div 3](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3236.

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[Little Shop of Flowers](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3237.

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[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: *special

[ecnerwala's solution](#)

3238.

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[Coprimes](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3239.

undefined101

[Domino](#) · [Tutorial](#)

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3240.

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[A+B](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3241.

100069K

[K-equivalence](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3242.

100069E

[Exclusive Access 2](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3243.

100069J

[Java Certification](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3244.

100069D

[Database](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3245.

100069F

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3246.

100085G

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3247.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3248.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3249.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3250.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3251.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3252.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-21 · Java 8 (first AC) · Tags: —
[ecnerwala's solution](#)

3253.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3254.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3255.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3256.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3257.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3258.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3259.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[ecnerwala's solution](#)

3260.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
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3261.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

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[ecnerwala's solution](#)

3262.

100402F

[Reversing Prefixes](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · last AC: 2015-07-24 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3263.

100402D

[Avoiding Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3264.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3265.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3266.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3267.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3268.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3269.

100553H

[Hidden Maze](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3270.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3271.

100553C

[Cactus Generator](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-04 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3272.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3273.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3274.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3275.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3276.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3277.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3278.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3279.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3280.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3281.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3282.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3283.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3284.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-05 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3285.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-06 · last AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3286.

100685B

[Billy, Willy and Moscow Underground](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3287.

100685H

[Hunt for Treasure!](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[ecnerwala's solution](#)

3288.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3289.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3290.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3291.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3292.

100459F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3293.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3294.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: —

[ecnerwala's solution](#)

3295.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: —
[ecnerwala's solution](#)

3296.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-30 · GNU C++0x (first AC) · Tags: —
[ecnerwala's solution](#)

3297.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3298.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-07 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3299.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3300.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3301.

100357B

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

Rating: — · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3302.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3303.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3304.

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3305.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3306.

100212J

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

Rating: — · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3307.

100212B

[I Just Called...](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3308.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3309.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3310.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3311.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3312.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3313.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3314.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3315.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3316.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3317.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3318.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3319.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3320.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3321.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3322.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-03 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3323.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-03 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3324.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-03 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3325.

100291D

[Rent-A-Pixel](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-03 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3326.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-03 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3327.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-03 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3328.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3329.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3330.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · last AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3331.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · last AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3332.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3333.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3334.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3335.

100134I

[Identification of Protein](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3336.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3337.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-20 · last AC: 2013-10-14 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3338.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-20 · last AC: 2013-10-14 · GNU C++ (first AC) · Tags: —

[ecnerwala's solution](#)

3339.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-20 · last AC: 2013-10-14 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3340.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-20 · last AC: 2013-10-14 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3341.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3342.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3343.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3344.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-24 · GNU C++ (first AC) · Tags: —
[ecnerwala's solution](#)

3345.

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