

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — ender shayan

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 2,537

1.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,912 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[ender_shayan's solution](#)

2.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,774 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ender_shayan's solution](#)

3.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

4.

2210A

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

Quality: 22,240 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[ender_shayan's solution](#)

5.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,470 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[ender_shayan's solution](#)

6.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,125 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ender_shayan's solution](#)

7.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,451 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

8.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[ender_shayan's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ender_shayan's solution](#)

10.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,442 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[ender_shayan's solution](#)

11.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,073 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[ender_shayan's solution](#)

12.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,781 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

13.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[ender_shayan's solution](#)

14.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)

15.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[ender_shayan's solution](#)

16.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[ender_shayan's solution](#)

17.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[ender_shayan's solution](#)

18.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,062 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[ender_shayan's solution](#)

19.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,824 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
[ender_shayan's solution](#)

20.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,463 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[ender_shayan's solution](#)

21.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[ender_shayan's solution](#)

22.

2162A

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

Quality: 41,590 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

23.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[ender_shayan's solution](#)

24.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

25.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

26.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[ender_shayan's solution](#)

27.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,042 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

28.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,908 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math
[ender_shayan's solution](#)

29.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

30.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ender_shayan's solution](#)

31.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

32.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
[ender_shayan's solution](#)

33.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

34.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[ender_shayan's solution](#)

35.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,283 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)

36.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ender_shayan's solution](#)

37.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[ender_shayan's solution](#)

38.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ender_shayan's solution](#)

39.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,343 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[ender_shayan's solution](#)

40.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ender_shayan's solution](#)

41.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math
[ender_shayan's solution](#)

42.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ender_shayan's solution](#)

43.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

44.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[ender_shayan's solution](#)

45.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

46.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ender_shayan's solution](#)

47.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[ender_shayan's solution](#)

48.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[ender_shayan's solution](#)

49.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ender_shayan's solution](#)

50.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[ender_shayan's solution](#)

51.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

52.

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

53.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ender_shayan's solution](#)

54.

2114A

[Square Year](#) · [Tutorial](#)

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

55.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ender_shayan's solution](#)

56.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ender_shayan's solution](#)

57.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[ender_shayan's solution](#)

58.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[ender_shayan's solution](#)

59.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[ender_shayan's solution](#)

60.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,360 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)

61.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

62.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[ender_shayan's solution](#)

63.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,284 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: strings
[ender_shayan's solution](#)

64.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

65.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

66.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

67.

2092A

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

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[ender_shayan's solution](#)

68.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

69.

2074B

[The Third Side](#) · [Tutorial](#)

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

70.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,318 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[ender_shayan's solution](#)

71.

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

72.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)

73.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ender_shayan's solution](#)

74.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[ender_shayan's solution](#)

75.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ender_shayan's solution](#)

76.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ender_shayan's solution](#)

77.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[ender_shayan's solution](#)

78.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ender_shayan's solution](#)

79.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ender_shayan's solution](#)

80.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ender_shayan's solution](#)

81.

2061A

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

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

[ender_shayan's solution](#)

82.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

83.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

[ender_shayan's solution](#)

84.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

85.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[ender_shayan's solution](#)

- 86.**
2051B
[Journey](#) · [Tutorial](#)
Quality: 39,759 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ender_shayan's solution](#)
- 87.**
2051A
[Preparing for the Olympiad](#) · [Tutorial](#)
Quality: 35,179 global accepts · Rating: 800 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ender_shayan's solution](#)
- 88.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[ender_shayan's solution](#)
- 89.**
2044C
[Hard Problem](#) · [Tutorial](#)
Quality: 45,271 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)
- 90.**
2044B
[Normal Problem](#) · [Tutorial](#)
Quality: 51,977 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ender_shayan's solution](#)
- 91.**
2044A
[Easy Problem](#) · [Tutorial](#)
Quality: 61,215 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)
- 92.**
2042A
[Greedy Monocarp](#) · [Tutorial](#)
Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)
- 93.**
2034A
[King Keykhosrow's Mystery](#) · [Tutorial](#)
Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[ender_shayan's solution](#)
- 94.**
2039A
[Shohag Loves Mod](#) · [Tutorial](#)
Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[ender_shayan's solution](#)
- 95.**
2031A
[Penchick and Modern Monument](#) · [Tutorial](#)
Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[ender_shayan's solution](#)
- 96.**
2029A
[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

97.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

98.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ender_shayan's solution](#)

99.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[ender_shayan's solution](#)

100.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

101.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[ender_shayan's solution](#)

102.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,163 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[ender_shayan's solution](#)

103.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[ender_shayan's solution](#)

104.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ender_shayan's solution](#)

105.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ender_shayan's solution](#)

106.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[ender_shayan's solution](#)

107.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

108.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[ender_shayan's solution](#)

109.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

110.

2021A

[Meaning Mean](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

111.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[ender_shayan's solution](#)

112.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,918 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

113.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[ender_shayan's solution](#)

114.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[ender_shayan's solution](#)

115.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

116.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

117.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[ender_shayan's solution](#)

118.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

119.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ender_shayan's solution](#)

120.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[ender_shayan's solution](#)

121.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[ender_shayan's solution](#)

122.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ender_shayan's solution](#)

123.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[ender_shayan's solution](#)

124.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ender_shayan's solution](#)

125.

2001B

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

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

[ender_shayan's solution](#)

126.

2001A

[Make All Equal](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

127.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

128.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[ender_shayan's solution](#)

129.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,105 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[ender_shayan's solution](#)

130.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ender_shayan's solution](#)

131.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ender_shayan's solution](#)

132.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

133.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,935 global accepts · Rating: 800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

134.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

135.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ender_shayan's solution](#)

136.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

137.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

138.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[ender_shayan's solution](#)

139.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ender_shayan's solution](#)

140.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

141.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

142.

1987A

[Upload More RAM](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

143.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

144.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[ender_shayan's solution](#)

145.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[ender_shayan's solution](#)

146.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ender_shayan's solution](#)

147.

1979A

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

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

[ender_shayan's solution](#)

148.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ender_shayan's solution](#)

149.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[ender_shayan's solution](#)

150.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[ender_shayan's solution](#)

151.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[ender_shayan's solution](#)

152.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ender_shayan's solution](#)

153.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,710 global accepts · Rating: 800 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ender_shayan's solution](#)

154.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,484 global accepts · Rating: 800 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ender_shayan's solution](#)

155.

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[ender_shayan's solution](#)

156.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ender_shayan's solution](#)

157.

1969A

[Two Friends](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

158.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

159.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ender_shayan's solution](#)

160.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ender_shayan's solution](#)

161.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ender_shayan's solution](#)

162.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[ender_shayan's solution](#)

163.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[ender_shayan's solution](#)

164.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[ender_shayan's solution](#)

165.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

166.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

167.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

168.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,445 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

169.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ender_shayan's solution](#)

170.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ender_shayan's solution](#)

171.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ender_shayan's solution](#)

172.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[ender_shayan's solution](#)

173.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

174.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

175.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ender_shayan's solution](#)

176.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ender_shayan's solution](#)

177.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,529 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

178.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ender_shayan's solution](#)

179.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[ender_shayan's solution](#)

180.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ender_shayan's solution](#)

181.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[ender_shayan's solution](#)

182.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

183.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

184.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

185.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ender_shayan's solution](#)

186.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

187.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

188.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ender_shayan's solution](#)

189.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

190.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

191.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

192.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[ender_shayan's solution](#)

193.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[ender_shayan's solution](#)

194.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

195.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

196.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

197.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ender_shayan's solution](#)

198.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ender_shayan's solution](#)

199.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[ender_shayan's solution](#)

200.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[ender_shayan's solution](#)

201.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,354 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[ender_shayan's solution](#)

202.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation
[ender_shayan's solution](#)

203.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ender_shayan's solution](#)

204.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

205.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ender_shayan's solution](#)

206.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

207.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

208.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

209.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

210.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

211.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,630 global accepts · Rating: 800 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ender_shayan's solution](#)

212.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,096 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ender_shayan's solution](#)

213.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,329 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ender_shayan's solution](#)

214.

1898A

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

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

215.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ender_shayan's solution](#)

216.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

217.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,317 global accepts · Rating: 800 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

218.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ender_shayan's solution](#)

219.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

220.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[ender_shayan's solution](#)

221.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[ender_shayan's solution](#)

222.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[ender_shayan's solution](#)

223.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,104 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

224.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

225.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,317 global accepts · Rating: 800 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[ender_shayan's solution](#)

226.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[ender_shayan's solution](#)

227.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ender_shayan's solution](#)

228.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

229.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,669 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ender_shayan's solution](#)

230.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ender_shayan's solution](#)

231.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: strings
[ender_shayan's solution](#)

232.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[ender_shayan's solution](#)

233.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ender_shayan's solution](#)

234.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

235.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

236.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[ender_shayan's solution](#)

237.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,989 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

238.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,343 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[ender_shayan's solution](#)

239.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

240.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ender_shayan's solution](#)

241.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[ender_shayan's solution](#)

242.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[ender_shayan's solution](#)

243.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,113 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

244.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ender_shayan's solution](#)

245.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[ender_shayan's solution](#)

246.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ender_shayan's solution](#)

247.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ender_shayan's solution](#)

248.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[ender_shayan's solution](#)

249.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,052 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers
[ender_shayan's solution](#)

250.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[ender_shayan's solution](#)

251.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

252.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

253.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[ender_shayan's solution](#)

254.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[ender_shayan's solution](#)

255.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

256.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[ender_shayan's solution](#)

257.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[ender_shayan's solution](#)

258.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[ender_shayan's solution](#)

259.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[ender_shayan's solution](#)

260.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[ender_shayan's solution](#)

261.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

262.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[ender_shayan's solution](#)

263.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

264.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[ender_shayan's solution](#)

265.

1831A

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

Quality: 46,301 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

266.

1833C

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

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

267.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ender_shayan's solution](#)

268.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

269.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[ender_shayan's solution](#)

270.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[ender_shayan's solution](#)

271.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory
[ender_shayan's solution](#)

272.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,451 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

273.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[ender_shayan's solution](#)

274.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,930 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[ender_shayan's solution](#)

275.

1805B

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

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[ender_shayan's solution](#)

276.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[ender_shayan's solution](#)

277.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

278.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,457 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[ender_shayan's solution](#)

279.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

280.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

281.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

282.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,048 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings

[ender_shayan's solution](#)

283.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,014 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ender_shayan's solution](#)

284.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[ender_shayan's solution](#)

285.

1746B

[Rebellion](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

286.

1746A

[Maxmina](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

287.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ender_shayan's solution](#)

288.

2210B

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

Quality: 17,547 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

289.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,713 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[ender_shayan's solution](#)

290.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,857 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ender_shayan's solution](#)

291.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

292.

2171B

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

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[ender_shayan's solution](#)

293.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

294.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ender_shayan's solution](#)

295.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ender_shayan's solution](#)

296.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[ender_shayan's solution](#)

297.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

298.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

299.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ender_shayan's solution](#)

300.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

301.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[ender_shayan's solution](#)

302.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

303.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ender_shayan's solution](#)

304.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings

[ender_shayan's solution](#)

305.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

306.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

307.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ender_shayan's solution](#)

308.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ender_shayan's solution](#)

309.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ender_shayan's solution](#)

310.

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ender_shayan's solution](#)

311.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ender_shayan's solution](#)

312.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

313.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

314.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

315.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ender_shayan's solution](#)

316.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[ender_shayan's solution](#)

317.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

318.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[ender_shayan's solution](#)

319.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

320.

1973A

[Chess For Three](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

321.

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[ender_shayan's solution](#)

322.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ender_shayan's solution](#)

323.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ender_shayan's solution](#)

324.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[ender_shayan's solution](#)

325.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 900 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

326.

1927B

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

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ender_shayan's solution](#)

327.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[ender_shayan's solution](#)

328.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,380 global accepts · Rating: 900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ender_shayan's solution](#)

329.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

330.

1915D

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

Quality: 35,085 global accepts · Rating: 900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[ender_shayan's solution](#)

331.

1900B

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

Quality: 20,472 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ender_shayan's solution](#)

332.

1896B

[AB Flipping](#) · [Tutorial](#)

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

333.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
[ender_shayan's solution](#)

334.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

335.

1875A

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

Quality: 46,999 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

336.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,649 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[ender_shayan's solution](#)

337.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

338.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,870 global accepts · Rating: 900 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ender_shayan's solution](#)

339.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,056 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

340.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

341.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

342.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[ender_shayan's solution](#)

343.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[ender_shayan's solution](#)

344.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

345.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

346.

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

347.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,303 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

348.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ender_shayan's solution](#)

349.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

350.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry
[ender_shayan's solution](#)

351.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

352.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[ender_shayan's solution](#)

353.

2217B

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

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

354.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[ender_shayan's solution](#)

355.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

356.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[ender_shayan's solution](#)

357.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

358.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[ender_shayan's solution](#)

359.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

360.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

361.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[ender_shayan's solution](#)

362.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

363.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,882 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[ender_shayan's solution](#)

364.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ender_shayan's solution](#)

365.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[ender_shayan's solution](#)

366.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ender_shayan's solution](#)

367.

2093C

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

Quality: 30,845 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

368.

2092B

[Lady Bug](#) · [Tutorial](#)

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

369.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[ender_shayan's solution](#)

370.

2057B

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

Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

371.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,011 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[ender_shayan's solution](#)

372.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[ender_shayan's solution](#)

373.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ender_shayan's solution](#)

374.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ender_shayan's solution](#)

375.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

376.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[ender_shayan's solution](#)

377.

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
[ender_shayan's solution](#)

378.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[ender_shayan's solution](#)

379.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,746 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[ender_shayan's solution](#)

380.

1987B

[K-Sort](#) · [Tutorial](#)

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

381.

1979B

[XOR Sequences](#) · [Tutorial](#)

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

382.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[ender_shayan's solution](#)

383.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[ender_shayan's solution](#)

384.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

385.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[ender_shayan's solution](#)

386.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ender_shayan's solution](#)

387.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[ender_shayan's solution](#)

388.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ender_shayan's solution](#)

389.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[ender_shayan's solution](#)

390.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ender_shayan's solution](#)

391.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ender_shayan's solution](#)

392.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,252 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ender_shayan's solution](#)

393.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[ender_shayan's solution](#)

394.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

395.

1877B

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

Rating: 1000 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ender_shayan's solution](#)

396.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,170 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ender_shayan's solution](#)

397.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

398.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ender_shayan's solution](#)

399.

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

[ender_shayan's solution](#)

400.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ender_shayan's solution](#)

401.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ender_shayan's solution](#)

402.

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

[ender_shayan's solution](#)

403.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[ender_shayan's solution](#)

404.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

405.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ender_shayan's solution](#)

406.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,055 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

407.

1825B

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

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

408.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

409.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: math
[ender_shayan's solution](#)

410.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ender_shayan's solution](#)

411.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[ender_shayan's solution](#)

412.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

413.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

414.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ender_shayan's solution](#)

415.

2211B

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

Quality: 11,625 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[ender_shayan's solution](#)

416.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,533 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ender_shayan's solution](#)

417.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

418.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ender_shayan's solution](#)

419.

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[ender_shayan's solution](#)

420.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

421.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

422.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[ender_shayan's solution](#)

423.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

424.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

425.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ender_shayan's solution](#)

426.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

427.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ender_shayan's solution](#)

428.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ender_shayan's solution](#)

429.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

430.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

431.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[ender_shayan's solution](#)

432.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[ender_shayan's solution](#)

433.

2107B

[Apples in Boxes](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

434.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

435.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ender_shayan's solution](#)

436.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,862 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[ender_shayan's solution](#)

437.

2084B

[MIN = GCD](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

438.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ender_shayan's solution](#)

439.

2074C

[XOR and Triangle](#) · Tutorial

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

[ender_shayan's solution](#)

440.

2071B

[Perfecto](#) · Tutorial

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ender_shayan's solution](#)

441.

2070B

[Robot Program](#) · Tutorial

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ender_shayan's solution](#)

442.

2064B

[Variety is Discouraged](#) · Tutorial

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ender_shayan's solution](#)

443.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · Tutorial

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[ender_shayan's solution](#)

444.

1625B

[Elementary Particles](#) · Tutorial

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ender_shayan's solution](#)

445.

2061B

[Kevin and Geometry](#) · Tutorial

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

[ender_shayan's solution](#)

446.

2044D

[Harder Problem](#) · Tutorial

Quality: 24,101 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

447.

2029B

[Replacement](#) · Tutorial

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[ender_shayan's solution](#)

448.

2036C

[Anya and 1100](#) · Tutorial

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ender_shayan's solution](#)

449.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

450.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ender_shayan's solution](#)

451.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[ender_shayan's solution](#)

452.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

453.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ender_shayan's solution](#)

454.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ender_shayan's solution](#)

455.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ender_shayan's solution](#)

456.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ender_shayan's solution](#)

457.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[ender_shayan's solution](#)

458.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[ender_shayan's solution](#)

459.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ender_shayan's solution](#)

460.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

461.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ender_shayan's solution](#)

462.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[ender_shayan's solution](#)

463.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

464.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[ender_shayan's solution](#)

465.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ender_shayan's solution](#)

466.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

467.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

468.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ender_shayan's solution](#)

469.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[ender_shayan's solution](#)

470.

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

471.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

472.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[ender_shayan's solution](#)

473.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

474.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ender_shayan's solution](#)

475.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ender_shayan's solution](#)

476.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[ender_shayan's solution](#)

477.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ender_shayan's solution](#)

478.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ender_shayan's solution](#)

479.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ender_shayan's solution](#)

480.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ender_shayan's solution](#)

481.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[ender_shayan's solution](#)

482.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[ender_shayan's solution](#)

483.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,534 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

484.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[ender_shayan's solution](#)

485.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ender_shayan's solution](#)

486.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

487.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[ender_shayan's solution](#)

488.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[ender_shayan's solution](#)

489.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

490.

1800C2

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

Quality: 27,089 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[ender_shayan's solution](#)

491.

1867B

[XOR Palindromes · Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[ender_shayan's solution](#)

492.

1869B

[2D Traveling · Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[ender_shayan's solution](#)

493.

1872C

[Non-coprime Split · Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

494.

1863B

[Split Sort · Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ender_shayan's solution](#)

495.

1864B

[Swap and Reverse · Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[ender_shayan's solution](#)

496.

1862C

[Flower City Fence · Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[ender_shayan's solution](#)

497.

1857B

[Maximum Rounding · Tutorial](#)

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

498.

1797B

[Li Hua and Pattern · Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

499.

1820B

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

Quality: 23,010 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[ender_shayan's solution](#)

500.

1821B

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

Quality: 28,331 global accepts · Rating: 1100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

501.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

502.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

503.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

504.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

505.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[ender_shayan's solution](#)

506.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,493 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[ender_shayan's solution](#)

507.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

508.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[ender_shayan's solution](#)

509.

2210C1

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

Quality: 12,814 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[ender_shayan's solution](#)

510.

2196A

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

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

511.

2182C

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

Quality: 15,519 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[ender_shayan's solution](#)

512.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[ender_shayan's solution](#)

513.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,556 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[ender_shayan's solution](#)

514.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings
[ender_shayan's solution](#)

515.

2137D

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

Quality: 19,548 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

516.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

517.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[ender_shayan's solution](#)

518.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[ender_shayan's solution](#)

519.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[ender_shayan's solution](#)

520.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

521.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ender_shayan's solution](#)

522.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ender_shayan's solution](#)

523.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[ender_shayan's solution](#)

524.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

525.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

526.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ender_shayan's solution](#)

527.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[ender_shayan's solution](#)

528.

2092C

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

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

529.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ender_shayan's solution](#)

530.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

531.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[ender_shayan's solution](#)

532.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

533.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)

534.

2056C

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

Quality: 19,436 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[ender_shayan's solution](#)

535.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[ender_shayan's solution](#)

536.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,921 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[ender_shayan's solution](#)

537.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[ender_shayan's solution](#)

538.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

539.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[ender_shayan's solution](#)

540.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[ender_shayan's solution](#)

541.

2021B

[Maximize Mex](#) · [Tutorial](#)

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

542.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ender_shayan's solution](#)

543.

1734C

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

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

544.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[ender_shayan's solution](#)

545.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[ender_shayan's solution](#)

546.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[ender_shayan's solution](#)

547.

2002C

[Black Circles](#) · [Tutorial](#)

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

548.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings
[ender_shayan's solution](#)

549.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

550.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ender_shayan's solution](#)

551.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ender_shayan's solution](#)

552.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,316 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[ender_shayan's solution](#)

553.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ender_shayan's solution](#)

554.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[ender_shayan's solution](#)

555.

1979C

[Earning on Bets](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

556.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ender_shayan's solution](#)

557.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

558.

1954C

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

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

[ender_shayan's solution](#)

559.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

560.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ender_shayan's solution](#)

561.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[ender_shayan's solution](#)

562.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,938 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[ender_shayan's solution](#)

563.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

564.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[ender_shayan's solution](#)

565.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[ender_shayan's solution](#)

566.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ender_shayan's solution](#)

567.

1928B

[Equalize](#) · [Tutorial](#)

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

568.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: games
[ender_shayan's solution](#)

569.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[ender_shayan's solution](#)

570.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[ender_shayan's solution](#)

571.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[ender_shayan's solution](#)

572.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[ender_shayan's solution](#)

573.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ender_shayan's solution](#)

574.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

575.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 1200 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[ender_shayan's solution](#)

576.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

577.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ender_shayan's solution](#)

578.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ender_shayan's solution](#)

579.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[ender_shayan's solution](#)

580.

1875B

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

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

[ender_shayan's solution](#)

581.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[ender_shayan's solution](#)

582.

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[ender_shayan's solution](#)

583.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[ender_shayan's solution](#)

584.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[ender_shayan's solution](#)

585.

1846C

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

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[ender_shayan's solution](#)

586.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[ender_shayan's solution](#)

587.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings
[ender_shayan's solution](#)

588.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,395 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

589.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

590.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,564 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[ender_shayan's solution](#)

591.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[ender_shayan's solution](#)

592.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory
[ender_shayan's solution](#)

593.

2211C1

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

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ender_shayan's solution](#)

594.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,783 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

595.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ender_shayan's solution](#)

596.

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

597.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

598.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

599.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[ender_shayan's solution](#)

600.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[ender_shayan's solution](#)

601.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ender_shayan's solution](#)

602.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[ender_shayan's solution](#)

603.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[ender_shayan's solution](#)

604.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[ender_shayan's solution](#)

605.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[ender_shayan's solution](#)

606.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[ender_shayan's solution](#)

607.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ender_shayan's solution](#)

608.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ender_shayan's solution](#)

609.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ender_shayan's solution](#)

610.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ender_shayan's solution](#)

611.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ender_shayan's solution](#)

612.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[ender_shayan's solution](#)

613.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[ender_shayan's solution](#)

614.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

615.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[ender_shayan's solution](#)

616.

2075B

[Array Recoloring](#) · [Tutorial](#)

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

[ender_shayan's solution](#)

617.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ender_shayan's solution](#)

618.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ender_shayan's solution](#)

619.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ender_shayan's solution](#)

620.

2059B

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

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

[ender_shayan's solution](#)

621.

2056B

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

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

[ender_shayan's solution](#)

622.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[ender_shayan's solution](#)

623.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

624.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ender_shayan's solution](#)

625.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[ender_shayan's solution](#)

626.

2023A

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

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

[ender_shayan's solution](#)

627.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ender_shayan's solution](#)

628.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[ender_shayan's solution](#)

629.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

630.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[ender_shayan's solution](#)

631.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

632.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

633.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[ender_shayan's solution](#)

634.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[ender_shayan's solution](#)

635.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ender_shayan's solution](#)

636.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

637.

1973B

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

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

[ender_shayan's solution](#)

638.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ender_shayan's solution](#)

639.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[ender_shayan's solution](#)

640.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,504 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ender_shayan's solution](#)

641.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ender_shayan's solution](#)

642.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ender_shayan's solution](#)

643.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[ender_shayan's solution](#)

644.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[ender_shayan's solution](#)

645.

600B

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

Quality: 39,166 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ender_shayan's solution](#)

646.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ender_shayan's solution](#)

647.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ender_shayan's solution](#)

648.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[ender_shayan's solution](#)

649.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ender_shayan's solution](#)

650.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,527 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ender_shayan's solution](#)

651.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ender_shayan's solution](#)

652.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ender_shayan's solution](#)

653.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

654.

1890C

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

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

655.

1881D

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

Quality: 28,431 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

656.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[ender_shayan's solution](#)

657.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[ender_shayan's solution](#)

658.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[ender_shayan's solution](#)

659.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[ender_shayan's solution](#)

660.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

661.

1864C

[Divisor Chain](#) · [Tutorial](#)

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

662.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[ender_shayan's solution](#)

663.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ender_shayan's solution](#)

664.

1820C

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

Rating: 1300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

665.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[ender_shayan's solution](#)

666.

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
[ender_shayan's solution](#)

667.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ender_shayan's solution](#)

668.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ender_shayan's solution](#)

669.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[ender_shayan's solution](#)

670.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

671.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[ender_shayan's solution](#)

672.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[ender_shayan's solution](#)

673.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory
[ender_shayan's solution](#)

674.

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

[ender_shayan's solution](#)

675.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ender_shayan's solution](#)

676.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

677.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,580 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[ender_shayan's solution](#)

678.

2171C2

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

Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[ender_shayan's solution](#)

679.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ender_shayan's solution](#)

680.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[ender_shayan's solution](#)

681.

2162D

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

Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[ender_shayan's solution](#)

682.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[ender_shayan's solution](#)

683.

1167C

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

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[ender_shayan's solution](#)

684.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[ender_shayan's solution](#)

685.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[ender_shayan's solution](#)

686.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[ender_shayan's solution](#)

687.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,121 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

688.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[ender_shayan's solution](#)

689.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[ender_shayan's solution](#)

690.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,018 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

691.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[ender_shayan's solution](#)

692.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[ender_shayan's solution](#)

693.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

694.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[ender_shayan's solution](#)

695.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

696.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[ender_shayan's solution](#)

697.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[ender_shayan's solution](#)

698.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ender_shayan's solution](#)

699.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[ender_shayan's solution](#)

700.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive
[ender_shayan's solution](#)

701.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[ender_shayan's solution](#)

702.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[ender_shayan's solution](#)

703.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[ender_shayan's solution](#)

704.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[ender_shayan's solution](#)

705.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ender_shayan's solution](#)

706.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[ender_shayan's solution](#)

707.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[ender_shayan's solution](#)

708.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

709.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[ender_shayan's solution](#)

710.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[ender_shayan's solution](#)

711.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[ender_shayan's solution](#)

712.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[ender_shayan's solution](#)

713.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[ender_shayan's solution](#)

714.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,666 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ender_shayan's solution](#)

715.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[ender_shayan's solution](#)

716.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

717.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[ender_shayan's solution](#)

718.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[ender_shayan's solution](#)

719.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[ender_shayan's solution](#)

720.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

721.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,379 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[ender_shayan's solution](#)

722.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[ender_shayan's solution](#)

723.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[ender_shayan's solution](#)

724.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[ender_shayan's solution](#)

725.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[ender_shayan's solution](#)

726.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
[ender_shayan's solution](#)

727.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

728.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[ender_shayan's solution](#)

729.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[ender_shayan's solution](#)

730.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[ender_shayan's solution](#)

731.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ender_shayan's solution](#)

732.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

733.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[ender_shayan's solution](#)

734.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

735.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[ender_shayan's solution](#)

736.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ender_shayan's solution](#)

737.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[ender_shayan's solution](#)

738.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[ender_shayan's solution](#)

739.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ender_shayan's solution](#)

740.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[ender_shayan's solution](#)

741.

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[ender_shayan's solution](#)

742.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

743.

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

[ender_shayan's solution](#)

744.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[ender_shayan's solution](#)

745.

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[ender_shayan's solution](#)

746.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ender_shayan's solution](#)

747.

1907D

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

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[ender_shayan's solution](#)

748.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

749.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ender_shayan's solution](#)

750.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ender_shayan's solution](#)

751.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ender_shayan's solution](#)

752.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

753.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[ender_shayan's solution](#)

754.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[ender_shayan's solution](#)

755.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ender_shayan's solution](#)

756.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[ender_shayan's solution](#)

757.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ender_shayan's solution](#)

758.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ender_shayan's solution](#)

759.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[ender_shayan's solution](#)

760.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ender_shayan's solution](#)

761.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[ender_shayan's solution](#)

762.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[ender_shayan's solution](#)

763.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

764.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

765.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ender_shayan's solution](#)

766.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[ender_shayan's solution](#)

767.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

768.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ender_shayan's solution](#)

769.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ender_shayan's solution](#)

770.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

771.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[ender_shayan's solution](#)

772.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ender_shayan's solution](#)

773.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[ender_shayan's solution](#)

774.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[ender_shayan's solution](#)

775.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ender_shayan's solution](#)

776.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

777.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[ender_shayan's solution](#)

778.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[ender_shayan's solution](#)

779.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[ender_shayan's solution](#)

780.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ender_shayan's solution](#)

781.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,083 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[ender_shayan's solution](#)

782.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[ender_shayan's solution](#)

783.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,067 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory
[ender_shayan's solution](#)

784.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[ender_shayan's solution](#)

785.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 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
[ender_shayan's solution](#)

786.

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

[ender_shayan's solution](#)

787.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,547 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[ender_shayan's solution](#)

788.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ender_shayan's solution](#)

789.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ender_shayan's solution](#)

790.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[ender_shayan's solution](#)

791.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[ender_shayan's solution](#)

792.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ender_shayan's solution](#)

793.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ender_shayan's solution](#)

794.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[ender_shayan's solution](#)

795.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ender_shayan's solution](#)

796.

2109C1

[Hacking Numbers \(Easy Version\) · Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[ender_shayan's solution](#)

797.

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[ender_shayan's solution](#)

798.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[ender_shayan's solution](#)

799.

2106D

[Flower Boy · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[ender_shayan's solution](#)

800.

2093E

[Min Max MEX · Tutorial](#)

Quality: 13,443 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ender_shayan's solution](#)

801.

2075C

[Two Colors · Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[ender_shayan's solution](#)

802.

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ender_shayan's solution](#)

803.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[ender_shayan's solution](#)

804.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[ender_shayan's solution](#)

805.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ender_shayan's solution](#)

806.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ender_shayan's solution](#)

807.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[ender_shayan's solution](#)

808.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[ender_shayan's solution](#)

809.

1675E

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

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[ender_shayan's solution](#)

810.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ender_shayan's solution](#)

811.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[ender_shayan's solution](#)

812.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

813.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[ender_shayan's solution](#)

814.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[ender_shayan's solution](#)

815.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ender_shayan's solution](#)

816.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ender_shayan's solution](#)

817.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[ender_shayan's solution](#)

818.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

819.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[ender_shayan's solution](#)

820.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[ender_shayan's solution](#)

821.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[ender_shayan's solution](#)

822.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[ender_shayan's solution](#)

823.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[ender_shayan's solution](#)

824.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[ender_shayan's solution](#)

825.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[ender_shayan's solution](#)

826.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[ender_shayan's solution](#)

827.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths
[ender_shayan's solution](#)

828.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[ender_shayan's solution](#)

829.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ender_shayan's solution](#)

830.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[ender_shayan's solution](#)

831.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[ender_shayan's solution](#)

832.

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
[ender_shayan's solution](#)

833.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search
[ender_shayan's solution](#)

834.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[ender_shayan's solution](#)

835.

356A

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

Quality: 16,789 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[ender_shayan's solution](#)

836.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[ender_shayan's solution](#)

837.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[ender_shayan's solution](#)

838.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[ender_shayan's solution](#)

839.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ender_shayan's solution](#)

840.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

841.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[ender_shayan's solution](#)

842.

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[ender_shayan's solution](#)

843.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

844.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[ender_shayan's solution](#)

845.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[ender_shayan's solution](#)

846.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ender_shayan's solution](#)

847.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[ender_shayan's solution](#)

848.

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ender_shayan's solution](#)

849.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ender_shayan's solution](#)

850.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[ender_shayan's solution](#)

851.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ender_shayan's solution](#)

852.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

853.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[ender_shayan's solution](#)

854.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

855.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ender_shayan's solution](#)

856.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ender_shayan's solution](#)

857.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[ender_shayan's solution](#)

858.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ender_shayan's solution](#)

859.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[ender_shayan's solution](#)

860.

1877D

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

Rating: 1500 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[ender_shayan's solution](#)

861.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,354 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[ender_shayan's solution](#)

862.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[ender_shayan's solution](#)

863.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ender_shayan's solution](#)

864.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

865.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

866.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[ender_shayan's solution](#)

867.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

868.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,271 global accepts · Rating: 1500 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[ender_shayan's solution](#)

869.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

870.

1872E

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

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[ender_shayan's solution](#)

871.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ender_shayan's solution](#)

872.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[ender_shayan's solution](#)

873.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ender_shayan's solution](#)

874.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

875.

1818C

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

Rating: 1500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[ender_shayan's solution](#)

876.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[ender_shayan's solution](#)

877.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[ender_shayan's solution](#)

878.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[ender_shayan's solution](#)

879.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[ender_shayan's solution](#)

880.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[ender_shayan's solution](#)

881.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[ender_shayan's solution](#)

882.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[ender_shayan's solution](#)

883.

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules
[ender_shayan's solution](#)

884.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ender_shayan's solution](#)

885.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[ender_shayan's solution](#)

886.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[ender_shayan's solution](#)

887.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[ender_shayan's solution](#)

888.

954D

[Fight Against Traffic · Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

889.

689B

[Mike and Shortcuts · Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ender_shayan's solution](#)

890.

2132D

[From 1 to Infinity · Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[ender_shayan's solution](#)

891.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ender_shayan's solution](#)

892.

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,288 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ender_shayan's solution](#)

893.

2125D

[Segments Covering · Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ender_shayan's solution](#)

894.

2103C

[Median Splits · Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[ender_shayan's solution](#)

895.

2094F

[Trulimero Trulicina · Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

896.

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ender_shayan's solution](#)

897.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ender_shayan's solution](#)

898.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

899.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ender_shayan's solution](#)

900.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[ender_shayan's solution](#)

901.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ender_shayan's solution](#)

902.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[ender_shayan's solution](#)

903.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ender_shayan's solution](#)

904.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ender_shayan's solution](#)

905.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ender_shayan's solution](#)

906.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

907.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

908.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[ender_shayan's solution](#)

909.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ender_shayan's solution](#)

910.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ender_shayan's solution](#)

911.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[ender_shayan's solution](#)

912.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ender_shayan's solution](#)

913.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

914.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 1600 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[ender_shayan's solution](#)

915.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

916.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ender_shayan's solution](#)

917.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[ender_shayan's solution](#)

918.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[ender_shayan's solution](#)

919.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ender_shayan's solution](#)

920.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[ender_shayan's solution](#)

921.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[ender_shayan's solution](#)

922.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ender_shayan's solution](#)

923.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[ender_shayan's solution](#)

924.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ender_shayan's solution](#)

925.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[ender_shayan's solution](#)

926.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[ender_shayan's solution](#)

927.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[ender_shayan's solution](#)

928.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[ender_shayan's solution](#)

929.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

930.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[ender_shayan's solution](#)

931.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

932.

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

933.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

934.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[ender_shayan's solution](#)

935.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[ender_shayan's solution](#)

936.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ender_shayan's solution](#)

937.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[ender_shayan's solution](#)

938.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,502 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[ender_shayan's solution](#)

939.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ender_shayan's solution](#)

940.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[ender_shayan's solution](#)

941.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[ender_shayan's solution](#)

942.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

943.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[ender_shayan's solution](#)

944.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[ender_shayan's solution](#)

945.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[ender_shayan's solution](#)

946.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[ender_shayan's solution](#)

947.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[ender_shayan's solution](#)

948.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[ender_shayan's solution](#)

949.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[ender_shayan's solution](#)

950.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[ender_shayan's solution](#)

951.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[ender_shayan's solution](#)

952.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[ender_shayan's solution](#)

953.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

954.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[ender_shayan's solution](#)

955.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,796 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory
[ender_shayan's solution](#)

956.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[ender_shayan's solution](#)

957.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

958.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ender_shayan's solution](#)

959.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ender_shayan's solution](#)

960.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ender_shayan's solution](#)

961.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

962.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[ender_shayan's solution](#)

963.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[ender_shayan's solution](#)

964.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ender_shayan's solution](#)

965.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[ender_shayan's solution](#)

966.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[ender_shayan's solution](#)

967.

1741E

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

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

968.

1730B

[Meeting on the Line](#) · Tutorial

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[ender_shayan's solution](#)

969.

1748C

[Zero-Sum Prefixes](#) · Tutorial

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ender_shayan's solution](#)

970.

1856C

[To Become Max](#) · Tutorial

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[ender_shayan's solution](#)

971.

1766D

[Lucky Chains](#) · Tutorial

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

972.

1771C

[Hossam and Trainees](#) · Tutorial

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ender_shayan's solution](#)

973.

1778C

[Flexible String](#) · Tutorial

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[ender_shayan's solution](#)

974.

1779C

[Least Prefix Sum](#) · Tutorial

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

975.

1849C

[Binary String Copying](#) · Tutorial

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[ender_shayan's solution](#)

976.

1795D

[Triangle Coloring](#) · Tutorial

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ender_shayan's solution](#)

977.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

978.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ender_shayan's solution](#)

979.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[ender_shayan's solution](#)

980.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[ender_shayan's solution](#)

981.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[ender_shayan's solution](#)

982.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[ender_shayan's solution](#)

983.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[ender_shayan's solution](#)

984.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

985.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ender_shayan's solution](#)

986.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

987.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ender_shayan's solution](#)

988.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ender_shayan's solution](#)

989.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[ender_shayan's solution](#)

990.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[ender_shayan's solution](#)

991.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

992.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[ender_shayan's solution](#)

993.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[ender_shayan's solution](#)

994.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ender_shayan's solution](#)

995.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ender_shayan's solution](#)

996.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[ender_shayan's solution](#)

997.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ender_shayan's solution](#)

998.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ender_shayan's solution](#)

999.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

1000.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[ender_shayan's solution](#)

1001.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[ender_shayan's solution](#)

1002.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ender_shayan's solution](#)

1003.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ender_shayan's solution](#)

1004.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[ender_shayan's solution](#)

1005.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ender_shayan's solution](#)

1006.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[ender_shayan's solution](#)

1007.

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[ender_shayan's solution](#)

1008.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[ender_shayan's solution](#)

1009.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[ender_shayan's solution](#)

1010.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[ender_shayan's solution](#)

1011.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[ender_shayan's solution](#)

1012.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ender_shayan's solution](#)

1013.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[ender_shayan's solution](#)

1014.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[ender_shayan's solution](#)

1015.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ender_shayan's solution](#)

1016.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[ender_shayan's solution](#)

1017.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ender_shayan's solution](#)

1018.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[ender_shayan's solution](#)

1019.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[ender_shayan's solution](#)

1020.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[ender_shayan's solution](#)

1021.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[ender_shayan's solution](#)

1022.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ender_shayan's solution](#)

1023.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1024.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ender_shayan's solution](#)

1025.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ender_shayan's solution](#)

1026.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[ender_shayan's solution](#)

1027.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ender_shayan's solution](#)

1028.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[ender_shayan's solution](#)

1029.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

1030.

2006A

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

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ender_shayan's solution](#)

1031.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[ender_shayan's solution](#)

1032.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[ender_shayan's solution](#)

1033.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ender_shayan's solution](#)

1034.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[ender_shayan's solution](#)

1035.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

1036.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[ender_shayan's solution](#)

1037.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[ender_shayan's solution](#)

1038.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[ender_shayan's solution](#)

1039.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[ender_shayan's solution](#)

1040.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings
[ender_shayan's solution](#)

1041.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
[ender_shayan's solution](#)

1042.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ender_shayan's solution](#)

1043.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[ender_shayan's solution](#)

1044.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[ender_shayan's solution](#)

1045.

1792D

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

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[ender_shayan's solution](#)

1046.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ender_shayan's solution](#)

1047.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1700 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[ender_shayan's solution](#)

1048.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ender_shayan's solution](#)

1049.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[ender_shayan's solution](#)

1050.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[ender_shayan's solution](#)

1051.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[ender_shayan's solution](#)

1052.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[ender_shayan's solution](#)

1053.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ender_shayan's solution](#)

1054.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ender_shayan's solution](#)

1055.

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

[ender_shayan's solution](#)

1056.

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ender_shayan's solution](#)

1057.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ender_shayan's solution](#)

1058.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[ender_shayan's solution](#)

1059.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

1060.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[ender_shayan's solution](#)

1061.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ender_shayan's solution](#)

1062.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[ender_shayan's solution](#)

1063.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ender_shayan's solution](#)

1064.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ender_shayan's solution](#)

1065.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[ender_shayan's solution](#)

1066.

1743D

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

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[ender_shayan's solution](#)

1067.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[ender_shayan's solution](#)

1068.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[ender_shayan's solution](#)

1069.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ender_shayan's solution](#)

1070.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ender_shayan's solution](#)

1071.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[ender_shayan's solution](#)

1072.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[ender_shayan's solution](#)

1073.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[ender_shayan's solution](#)

1074.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ender_shayan's solution](#)

1075.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,162 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ender_shayan's solution](#)

1076.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, math, number theory

[ender_shayan's solution](#)

1077.

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ender_shayan's solution](#)

1078.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[ender_shayan's solution](#)

1079.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[ender_shayan's solution](#)

1080.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ender_shayan's solution](#)

1081.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ender_shayan's solution](#)

1082.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ender_shayan's solution](#)

1083.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[ender_shayan's solution](#)

1084.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ender_shayan's solution](#)

1085.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[ender_shayan's solution](#)

1086.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ender_shayan's solution](#)

1087.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ender_shayan's solution](#)

1088.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ender_shayan's solution](#)

1089.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ender_shayan's solution](#)

1090.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[ender_shayan's solution](#)

1091.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ender_shayan's solution](#)

1092.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ender_shayan's solution](#)

1093.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[ender_shayan's solution](#)

1094.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[ender_shayan's solution](#)

1095.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ender_shayan's solution](#)

1096.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[ender_shayan's solution](#)

1097.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[ender_shayan's solution](#)

1098.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[ender_shayan's solution](#)

1099.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[ender_shayan's solution](#)

1100.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[ender_shayan's solution](#)

1101.

2211C2

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

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[ender_shayan's solution](#)

1102.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[ender_shayan's solution](#)

1103.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[ender_shayan's solution](#)

1104.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[ender_shayan's solution](#)

1105.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,761 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[ender_shayan's solution](#)

1106.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[ender_shayan's solution](#)**1107.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ender_shayan's solution](#)**1108.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[ender_shayan's solution](#)**1109.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[ender_shayan's solution](#)**1110.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[ender_shayan's solution](#)**1111.**

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[ender_shayan's solution](#)**1112.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[ender_shayan's solution](#)**1113.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[ender_shayan's solution](#)**1114.**

221D

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

Rating: 1800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ender_shayan's solution](#)**1115.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ender_shayan's solution](#)

1116.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ender_shayan's solution](#)

1117.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ender_shayan's solution](#)

1118.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[ender_shayan's solution](#)

1119.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[ender_shayan's solution](#)

1120.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[ender_shayan's solution](#)

1121.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[ender_shayan's solution](#)

1122.

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[ender_shayan's solution](#)

1123.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2024-12-15 · last AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[ender_shayan's solution](#)

1124.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ender_shayan's solution](#)

1125.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ender_shayan's solution](#)

1126.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1127.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

1128.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ender_shayan's solution](#)

1129.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ender_shayan's solution](#)

1130.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ender_shayan's solution](#)

1131.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ender_shayan's solution](#)

1132.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[ender_shayan's solution](#)

1133.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1134.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ender_shayan's solution](#)

1135.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ender_shayan's solution](#)

1136.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

1137.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ender_shayan's solution](#)

1138.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[ender_shayan's solution](#)

1139.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[ender_shayan's solution](#)

1140.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers
[ender_shayan's solution](#)

1141.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[ender_shayan's solution](#)

1142.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ender_shayan's solution](#)

1143.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[ender_shayan's solution](#)

1144.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,320 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ender_shayan's solution](#)

1145.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[ender_shayan's solution](#)

1146.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ender_shayan's solution](#)

1147.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[ender_shayan's solution](#)

1148.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[ender_shayan's solution](#)

1149.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[ender_shayan's solution](#)

1150.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[ender_shayan's solution](#)

1151.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[ender_shayan's solution](#)

1152.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[ender_shayan's solution](#)

1153.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

1154.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[ender_shayan's solution](#)

1155.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[ender_shayan's solution](#)

1156.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

1157.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[ender_shayan's solution](#)

1158.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ender_shayan's solution](#)

1159.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[ender_shayan's solution](#)

1160.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ender_shayan's solution](#)

1161.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ender_shayan's solution](#)

1162.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[ender_shayan's solution](#)

1163.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[ender_shayan's solution](#)

1164.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[ender_shayan's solution](#)

1165.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[ender_shayan's solution](#)

1166.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[ender_shayan's solution](#)

1167.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[ender_shayan's solution](#)

1168.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[ender_shayan's solution](#)

1169.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ender_shayan's solution](#)

1170.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[ender_shayan's solution](#)

1171.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[ender_shayan's solution](#)

1172.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[ender_shayan's solution](#)

1173.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[ender_shayan's solution](#)

1174.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[ender_shayan's solution](#)

1175.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

1176.

1758D

[Range = " SumTutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[ender_shayan's solution](#)

1177.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[ender_shayan's solution](#)

1178.

1965B

[Missing Subsequence Sum · Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ender_shayan's solution](#)

1179.

161D

[Distance in Tree · Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

1180.

1750D

[Count GCD · Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ender_shayan's solution](#)

1181.

1954D

[Colored Balls · Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[ender_shayan's solution](#)

1182.

1759F

[All Possible Digits · Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[ender_shayan's solution](#)

1183.

1768D

[Lucky Permutation · Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ender_shayan's solution](#)

1184.

1955F

[Unfair Game · Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[ender_shayan's solution](#)

1185.

1775D

[Friendly Spiders · Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[ender_shayan's solution](#)

1186.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[ender_shayan's solution](#)

1187.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math
[ender_shayan's solution](#)

1188.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[ender_shayan's solution](#)

1189.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[ender_shayan's solution](#)

1190.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[ender_shayan's solution](#)

1191.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[ender_shayan's solution](#)

1192.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[ender_shayan's solution](#)

1193.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ender_shayan's solution](#)

1194.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[ender_shayan's solution](#)

1195.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[ender_shayan's solution](#)

1196.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

1197.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees
[ender_shayan's solution](#)

1198.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[ender_shayan's solution](#)

1199.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[ender_shayan's solution](#)

1200.

1719D1

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

Rating: 1800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ender_shayan's solution](#)

1201.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[ender_shayan's solution](#)

1202.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[ender_shayan's solution](#)

1203.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
[ender_shayan's solution](#)

1204.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees
[ender_shayan's solution](#)

1205.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[ender_shayan's solution](#)

1206.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ender_shayan's solution](#)

1207.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

1208.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1209.

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[ender_shayan's solution](#)

1210.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1211.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[ender_shayan's solution](#)

1212.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1213.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1214.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[ender_shayan's solution](#)

1215.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[ender_shayan's solution](#)

1216.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[ender_shayan's solution](#)

1217.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ender_shayan's solution](#)

1218.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[ender_shayan's solution](#)

1219.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

1220.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[ender_shayan's solution](#)

1221.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[ender_shayan's solution](#)

1222.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

1223.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

1224.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[ender_shayan's solution](#)

1225.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ender_shayan's solution](#)

1226.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

1227.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[ender_shayan's solution](#)

1228.

1872F

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

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[ender_shayan's solution](#)

1229.

1862F

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

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[ender_shayan's solution](#)

1230.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[ender_shayan's solution](#)

1231.

2217D

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

Quality: 3,337 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ender_shayan's solution](#)

1232.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ender_shayan's solution](#)

1233.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[ender_shayan's solution](#)

1234.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,890 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ender_shayan's solution](#)

1235.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

1236.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ender_shayan's solution](#)

1237.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ender_shayan's solution](#)

1238.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[ender_shayan's solution](#)

1239.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[ender_shayan's solution](#)

1240.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[ender_shayan's solution](#)

1241.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[ender_shayan's solution](#)

1242.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[ender_shayan's solution](#)

1243.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[ender_shayan's solution](#)

1244.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

1245.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

1246.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[ender_shayan's solution](#)

1247.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

1248.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[ender_shayan's solution](#)

1249.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

1250.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[ender_shayan's solution](#)

1251.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

1252.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,724 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ender_shayan's solution](#)

1253.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ender_shayan's solution](#)

1254.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ender_shayan's solution](#)

1255.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[ender_shayan's solution](#)

1256.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[ender_shayan's solution](#)

1257.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ender_shayan's solution](#)

1258.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[ender_shayan's solution](#)

1259.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ender_shayan's solution](#)

1260.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ender_shayan's solution](#)

1261.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[ender_shayan's solution](#)

1262.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[ender_shayan's solution](#)

1263.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ender_shayan's solution](#)

1264.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[ender_shayan's solution](#)

1265.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[ender_shayan's solution](#)

1266.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ender_shayan's solution](#)

1267.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[ender_shayan's solution](#)

1268.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[ender_shayan's solution](#)

1269.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ender_shayan's solution](#)

1270.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ender_shayan's solution](#)

1271.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[ender_shayan's solution](#)

1272.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[ender_shayan's solution](#)

1273.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[ender_shayan's solution](#)

1274.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[ender_shayan's solution](#)

1275.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, graphs, greedy, trees

[ender_shayan's solution](#)

1276.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ender_shayan's solution](#)

1277.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2024-03-08 · last AC: 2024-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

1278.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, strings

[ender_shayan's solution](#)

1279.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[ender_shayan's solution](#)

1280.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[ender_shayan's solution](#)

1281.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ender_shayan's solution](#)

1282.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[ender_shayan's solution](#)

1283.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ender_shayan's solution](#)

1284.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ender_shayan's solution](#)

1285.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ender_shayan's solution](#)

1286.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ender_shayan's solution](#)

1287.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[ender_shayan's solution](#)

1288.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[ender_shayan's solution](#)

1289.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ender_shayan's solution](#)

1290.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[ender_shayan's solution](#)

1291.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[ender_shayan's solution](#)

1292.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[ender_shayan's solution](#)

1293.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

1294.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[ender_shayan's solution](#)

1295.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[ender_shayan's solution](#)

1296.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

1297.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[ender_shayan's solution](#)

1298.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ender_shayan's solution](#)

1299.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[ender_shayan's solution](#)

1300.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ender_shayan's solution](#)

1301.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ender_shayan's solution](#)

1302.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ender_shayan's solution](#)

1303.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[ender_shayan's solution](#)

1304.

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

[ender_shayan's solution](#)

1305.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

1306.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ender_shayan's solution](#)

1307.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ender_shayan's solution](#)

1308.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ender_shayan's solution](#)

1309.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ender_shayan's solution](#)

1310.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ender_shayan's solution](#)

1311.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ender_shayan's solution](#)

1312.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ender_shayan's solution](#)

1313.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

1314.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

1315.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ender_shayan's solution](#)

1316.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[ender_shayan's solution](#)

1317.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[ender_shayan's solution](#)

1318.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[ender_shayan's solution](#)

1319.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ender_shayan's solution](#)

1320.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, trees

[ender_shayan's solution](#)

1321.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ender_shayan's solution](#)

1322.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[ender_shayan's solution](#)

1323.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ender_shayan's solution](#)

1324.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ender_shayan's solution](#)

1325.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math
[ender_shayan's solution](#)

1326.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[ender_shayan's solution](#)

1327.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[ender_shayan's solution](#)

1328.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[ender_shayan's solution](#)

1329.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[ender_shayan's solution](#)

1330.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[ender_shayan's solution](#)

1331.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[ender_shayan's solution](#)

1332.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[ender_shayan's solution](#)

1333.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[ender_shayan's solution](#)

1334.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[ender_shayan's solution](#)

1335.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

1336.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[ender_shayan's solution](#)

1337.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ender_shayan's solution](#)

1338.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[ender_shayan's solution](#)

1339.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[ender_shayan's solution](#)

1340.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[ender_shayan's solution](#)

1341.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy

[ender_shayan's solution](#)

1342.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ender_shayan's solution](#)

1343.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,635 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[ender_shayan's solution](#)

1344.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[ender_shayan's solution](#)

1345.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[ender_shayan's solution](#)

1346.

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[ender_shayan's solution](#)

1347.

1928D

[Lonely Mountain Dungeons · Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[ender_shayan's solution](#)

1348.

1747D

[Yet Another Problem · Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[ender_shayan's solution](#)

1349.

1714F

[Build a Tree and That Is It · Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[ender_shayan's solution](#)

1350.

597C

[Subsequences · Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

1351.

1715D

[2+ doors · Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ender_shayan's solution](#)

1352.

1729F

[Kirei and the Linear Function · Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[ender_shayan's solution](#)

1353.

292E

[Copying Data · Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

1354.

1739D

[Reset K Edges · Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[ender_shayan's solution](#)

1355.

1927F

[Microcycle · Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[ender_shayan's solution](#)

1356.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ender_shayan's solution](#)

1357.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ender_shayan's solution](#)

1358.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[ender_shayan's solution](#)

1359.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[ender_shayan's solution](#)

1360.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[ender_shayan's solution](#)

1361.

1719D2

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

Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math
[ender_shayan's solution](#)

1362.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[ender_shayan's solution](#)

1363.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[ender_shayan's solution](#)

1364.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

1365.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[ender_shayan's solution](#)

1366.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[ender_shayan's solution](#)

1367.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[ender_shayan's solution](#)

1368.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[ender_shayan's solution](#)

1369.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ender_shayan's solution](#)

1370.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ender_shayan's solution](#)

1371.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[ender_shayan's solution](#)

1372.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[ender_shayan's solution](#)

1373.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ender_shayan's solution](#)

1374.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ender_shayan's solution](#)

1375.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

1376.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[ender_shayan's solution](#)

1377.

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

[ender_shayan's solution](#)

1378.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ender_shayan's solution](#)

1379.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[ender_shayan's solution](#)

1380.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[ender_shayan's solution](#)

1381.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ender_shayan's solution](#)

1382.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[ender_shayan's solution](#)

1383.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ender_shayan's solution](#)

1384.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1385.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1386.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[ender_shayan's solution](#)

1387.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

1388.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
[ender_shayan's solution](#)

1389.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[ender_shayan's solution](#)

1390.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
[ender_shayan's solution](#)

1391.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[ender_shayan's solution](#)

1392.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[ender_shayan's solution](#)

1393.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

1394.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

1395.

1878F

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

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

1396.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ender_shayan's solution](#)

1397.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[ender_shayan's solution](#)

1398.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings
[ender_shayan's solution](#)

1399.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[ender_shayan's solution](#)

1400.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[ender_shayan's solution](#)

1401.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[ender_shayan's solution](#)

1402.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[ender_shayan's solution](#)

1403.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[ender_shayan's solution](#)

1404.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ender_shayan's solution](#)

1405.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[ender_shayan's solution](#)

1406.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[ender_shayan's solution](#)

1407.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[ender_shayan's solution](#)

1408.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[ender_shayan's solution](#)

1409.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

1410.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

1411.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[ender_shayan's solution](#)

1412.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[ender_shayan's solution](#)

1413.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, shortest paths

[ender_shayan's solution](#)

1414.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ender_shayan's solution](#)

1415.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[ender_shayan's solution](#)

1416.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ender_shayan's solution](#)

1417.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ender_shayan's solution](#)

1418.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[ender_shayan's solution](#)

1419.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ender_shayan's solution](#)

1420.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[ender_shayan's solution](#)

1421.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ender_shayan's solution](#)

1422.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[ender_shayan's solution](#)

1423.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[ender_shayan's solution](#)

1424.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[ender_shayan's solution](#)

1425.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1426.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math
[ender_shayan's solution](#)

1427.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[ender_shayan's solution](#)

1428.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[ender_shayan's solution](#)

1429.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[ender_shayan's solution](#)

1430.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[ender_shayan's solution](#)

1431.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[ender_shayan's solution](#)

1432.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2024-12-15 · last AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[ender_shayan's solution](#)

1433.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[ender_shayan's solution](#)

1434.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[ender_shayan's solution](#)

1435.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ender_shayan's solution](#)

1436.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ender_shayan's solution](#)

1437.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[ender_shayan's solution](#)

1438.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[ender_shayan's solution](#)

1439.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[ender_shayan's solution](#)

1440.

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[ender_shayan's solution](#)

1441.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[ender_shayan's solution](#)

1442.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[ender_shayan's solution](#)

1443.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings
[ender_shayan's solution](#)

1444.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[ender_shayan's solution](#)

1445.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[ender_shayan's solution](#)

1446.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[ender_shayan's solution](#)

1447.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ender_shayan's solution](#)

1448.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1449.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ender_shayan's solution](#)

1450.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

1451.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[ender_shayan's solution](#)

1452.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[ender_shayan's solution](#)

1453.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

1454.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ender_shayan's solution](#)

1455.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

1456.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1457.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ender_shayan's solution](#)

1458.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

1459.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ender_shayan's solution](#)

1460.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

1461.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ender_shayan's solution](#)

1462.

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ender_shayan's solution](#)

1463.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ender_shayan's solution](#)

1464.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[ender_shayan's solution](#)

1465.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[ender_shayan's solution](#)

1466.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[ender_shayan's solution](#)

1467.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[ender_shayan's solution](#)

1468.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ender_shayan's solution](#)

1469.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[ender_shayan's solution](#)

1470.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings
[ender_shayan's solution](#)

1471.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[ender_shayan's solution](#)

1472.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[ender_shayan's solution](#)

1473.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
[ender_shayan's solution](#)

1474.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[ender_shayan's solution](#)

1475.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[ender_shayan's solution](#)

1476.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[ender_shayan's solution](#)

1477.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[ender_shayan's solution](#)

1478.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[ender_shayan's solution](#)

1479.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[ender_shayan's solution](#)

1480.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ender_shayan's solution](#)

1481.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ender_shayan's solution](#)

1482.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[ender_shayan's solution](#)

1483.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ender_shayan's solution](#)

1484.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

1485.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[ender_shayan's solution](#)

1486.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[ender_shayan's solution](#)

1487.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[ender_shayan's solution](#)

1488.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[ender_shayan's solution](#)

1489.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[ender_shayan's solution](#)

1490.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[ender_shayan's solution](#)

1491.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[ender_shayan's solution](#)

1492.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[ender_shayan's solution](#)

1493.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[ender_shayan's solution](#)

1494.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[ender_shayan's solution](#)

1495.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[ender_shayan's solution](#)

1496.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[ender_shayan's solution](#)

1497.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ender_shayan's solution](#)

1498.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ender_shayan's solution](#)

1499.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[ender_shayan's solution](#)

1500.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[ender_shayan's solution](#)

1501.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ender_shayan's solution](#)

1502.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[ender_shayan's solution](#)

1503.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ender_shayan's solution](#)

1504.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

1505.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[ender_shayan's solution](#)

1506.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

1507.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1508.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ender_shayan's solution](#)

1509.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[ender_shayan's solution](#)

1510.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[ender_shayan's solution](#)

1511.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[ender_shayan's solution](#)

1512.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[ender_shayan's solution](#)

1513.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

1514.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ender_shayan's solution](#)

1515.

1772F

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

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[ender_shayan's solution](#)

1516.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[ender_shayan's solution](#)

1517.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[ender_shayan's solution](#)

1518.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[ender_shayan's solution](#)

1519.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ender_shayan's solution](#)

1520.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ender_shayan's solution](#)

1521.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[ender_shayan's solution](#)

1522.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ender_shayan's solution](#)

1523.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ender_shayan's solution](#)

1524.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[ender_shayan's solution](#)

1525.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ender_shayan's solution](#)

1526.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[ender_shayan's solution](#)

1527.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[ender_shayan's solution](#)

1528.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[ender_shayan's solution](#)

1529.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ender_shayan's solution](#)

1530.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ender_shayan's solution](#)

1531.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[ender_shayan's solution](#)

1532.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[ender_shayan's solution](#)

1533.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[ender_shayan's solution](#)

1534.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[ender_shayan's solution](#)

1535.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2025-07-30 · last AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[ender_shayan's solution](#)

1536.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[ender_shayan's solution](#)

1537.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[ender_shayan's solution](#)

1538.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees
[ender_shayan's solution](#)

1539.

2210C2

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

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[ender_shayan's solution](#)

1540.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[ender_shayan's solution](#)

1541.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[ender_shayan's solution](#)

1542.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ender_shayan's solution](#)

1543.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[ender_shayan's solution](#)

1544.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[ender_shayan's solution](#)

1545.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[ender_shayan's solution](#)

1546.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy
[ender_shayan's solution](#)

1547.

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

1548.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

1549.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

1550.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ender_shayan's solution](#)

1551.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[ender_shayan's solution](#)

1552.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ender_shayan's solution](#)

1553.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ender_shayan's solution](#)

1554.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[ender_shayan's solution](#)

1555.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[ender_shayan's solution](#)

1556.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

1557.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ender_shayan's solution](#)

1558.

2132F

[Rada and the Chamomile Valley · Tutorial](#)

Quality: 2,771 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

1559.

103D

[Time to Raid Cowavans · Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[ender_shayan's solution](#)

1560.

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ender_shayan's solution](#)

1561.

1185G1

[Playlist for Polycarp \(easy version\) · Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ender_shayan's solution](#)

1562.

2119D

[Token Removing · Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1563.

2123G

[Modular Sorting · Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[ender_shayan's solution](#)

1564.

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ender_shayan's solution](#)

1565.

551D

[GukiZ and Binary Operations · Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[ender_shayan's solution](#)

1566.

1117D

[Magic Gems · Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[ender_shayan's solution](#)

1567.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ender_shayan's solution](#)

1568.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games
[ender_shayan's solution](#)

1569.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
[ender_shayan's solution](#)

1570.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[ender_shayan's solution](#)

1571.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ender_shayan's solution](#)

1572.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ender_shayan's solution](#)

1573.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs
[ender_shayan's solution](#)

1574.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[ender_shayan's solution](#)

1575.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[ender_shayan's solution](#)

1576.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[ender_shayan's solution](#)

1577.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[ender_shayan's solution](#)

1578.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ender_shayan's solution](#)

1579.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ender_shayan's solution](#)

1580.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ender_shayan's solution](#)

1581.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[ender_shayan's solution](#)

1582.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ender_shayan's solution](#)

1583.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[ender_shayan's solution](#)

1584.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ender_shayan's solution](#)

1585.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ender_shayan's solution](#)

1586.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ender_shayan's solution](#)

1587.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[ender_shayan's solution](#)

1588.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ender_shayan's solution](#)

1589.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[ender_shayan's solution](#)

1590.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ender_shayan's solution](#)

1591.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ender_shayan's solution](#)

1592.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ender_shayan's solution](#)

1593.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[ender_shayan's solution](#)

1594.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[ender_shayan's solution](#)

1595.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[ender_shayan's solution](#)

1596.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

1597.

2003D2

[Turtle and a MEX Problem \(Hard Version\) · Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[ender_shayan's solution](#)

1598.

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[ender_shayan's solution](#)

1599.

1637E

[Best Pair · Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[ender_shayan's solution](#)

1600.

1479B2

[Painting the Array II · Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ender_shayan's solution](#)

1601.

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[ender_shayan's solution](#)

1602.

2000G

[Call During the Journey · Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[ender_shayan's solution](#)

1603.

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ender_shayan's solution](#)

1604.

1187E

[Tree Painting · Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

1605.

818F

[Level Generation · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[ender_shayan's solution](#)

1606.

1486D

[Max Median · Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[ender_shayan's solution](#)

1607.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[ender_shayan's solution](#)

1608.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[ender_shayan's solution](#)

1609.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[ender_shayan's solution](#)

1610.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[ender_shayan's solution](#)

1611.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[ender_shayan's solution](#)

1612.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[ender_shayan's solution](#)

1613.

609E

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

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[ender_shayan's solution](#)

1614.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[ender_shayan's solution](#)

1615.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees
[ender_shayan's solution](#)

1616.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[ender_shayan's solution](#)

1617.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ender_shayan's solution](#)

1618.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, graphs

[ender_shayan's solution](#)

1619.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ender_shayan's solution](#)

1620.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ender_shayan's solution](#)

1621.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[ender_shayan's solution](#)

1622.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ender_shayan's solution](#)

1623.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ender_shayan's solution](#)

1624.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ender_shayan's solution](#)

1625.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[ender_shayan's solution](#)

1626.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ender_shayan's solution](#)

1627.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[ender_shayan's solution](#)

1628.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[ender_shayan's solution](#)

1629.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[ender_shayan's solution](#)

1630.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ender_shayan's solution](#)

1631.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ender_shayan's solution](#)

1632.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[ender_shayan's solution](#)

1633.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ender_shayan's solution](#)

1634.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[ender_shayan's solution](#)

1635.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ender_shayan's solution](#)

1636.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[ender_shayan's solution](#)

1637.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[ender_shayan's solution](#)

1638.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ender_shayan's solution](#)

1639.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,999 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[ender_shayan's solution](#)

1640.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

1641.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ender_shayan's solution](#)

1642.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ender_shayan's solution](#)

1643.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ender_shayan's solution](#)

1644.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ender_shayan's solution](#)

1645.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ender_shayan's solution](#)

1646.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ender_shayan's solution](#)

1647.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ender_shayan's solution](#)

1648.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[ender_shayan's solution](#)

1649.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1650.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[ender_shayan's solution](#)

1651.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[ender_shayan's solution](#)

1652.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ender_shayan's solution](#)

1653.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[ender_shayan's solution](#)

1654.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ender_shayan's solution](#)

1655.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[ender_shayan's solution](#)

1656.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[ender_shayan's solution](#)

1657.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ender_shayan's solution](#)

1658.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[ender_shayan's solution](#)

1659.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[ender_shayan's solution](#)

1660.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[ender_shayan's solution](#)

1661.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ender_shayan's solution](#)

1662.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[ender_shayan's solution](#)

1663.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[ender_shayan's solution](#)

1664.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1665.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ender_shayan's solution](#)

1666.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[ender_shayan's solution](#)

1667.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[ender_shayan's solution](#)

1668.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[ender_shayan's solution](#)

1669.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees
[ender_shayan's solution](#)

1670.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[ender_shayan's solution](#)

1671.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ender_shayan's solution](#)

1672.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games
[ender_shayan's solution](#)

1673.

954I

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[ender_shayan's solution](#)

1674.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows
[ender_shayan's solution](#)

1675.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[ender_shayan's solution](#)

1676.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ender_shayan's solution](#)

1677.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings
[ender_shayan's solution](#)

1678.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[ender_shayan's solution](#)

1679.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[ender_shayan's solution](#)

1680.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees
[ender_shayan's solution](#)

1681.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[ender_shayan's solution](#)

1682.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[ender_shayan's solution](#)

1683.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[ender_shayan's solution](#)

1684.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[ender_shayan's solution](#)

1685.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[ender_shayan's solution](#)

1686.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees
[ender_shayan's solution](#)

1687.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ender_shayan's solution](#)

1688.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[ender_shayan's solution](#)

1689.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[ender_shayan's solution](#)

1690.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[ender_shayan's solution](#)

1691.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

1692.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ender_shayan's solution](#)

1693.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[ender_shayan's solution](#)

1694.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1695.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ender_shayan's solution](#)

1696.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[ender_shayan's solution](#)

1697.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ender_shayan's solution](#)

1698.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[ender_shayan's solution](#)

1699.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[ender_shayan's solution](#)

1700.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[ender_shayan's solution](#)

1701.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[ender_shayan's solution](#)

1702.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ender_shayan's solution](#)

1703.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[ender_shayan's solution](#)

1704.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[ender_shayan's solution](#)

1705.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ender_shayan's solution](#)

1706.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

1707.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[ender_shayan's solution](#)

1708.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[ender_shayan's solution](#)

1709.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ender_shayan's solution](#)

1710.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[ender_shayan's solution](#)

1711.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[ender_shayan's solution](#)

1712.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[ender_shayan's solution](#)

1713.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

1714.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[ender_shayan's solution](#)

1715.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[ender_shayan's solution](#)

1716.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[ender_shayan's solution](#)

1717.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[ender_shayan's solution](#)

1718.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[ender_shayan's solution](#)

1719.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ender_shayan's solution](#)

1720.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

1721.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[ender_shayan's solution](#)

1722.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-09-12 · last AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[ender_shayan's solution](#)

1723.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ender_shayan's solution](#)

1724.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

1725.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[ender_shayan's solution](#)

1726.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[ender_shayan's solution](#)

1727.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[ender_shayan's solution](#)

1728.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[ender_shayan's solution](#)

1729.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[ender_shayan's solution](#)

1730.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[ender_shayan's solution](#)

1731.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[ender_shayan's solution](#)

1732.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

1733.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ender_shayan's solution](#)

1734.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[ender_shayan's solution](#)

1735.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[ender_shayan's solution](#)

1736.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ender_shayan's solution](#)

1737.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ender_shayan's solution](#)

1738.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[ender_shayan's solution](#)

1739.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[ender_shayan's solution](#)

1740.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ender_shayan's solution](#)

1741.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ender_shayan's solution](#)

1742.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ender_shayan's solution](#)

1743.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

1744.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[ender_shayan's solution](#)

1745.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[ender_shayan's solution](#)

1746.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs,

greedy, trees

[ender_shayan's solution](#)

1747.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ender_shayan's solution](#)

1748.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ender_shayan's solution](#)

1749.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ender_shayan's solution](#)

1750.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ender_shayan's solution](#)

1751.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ender_shayan's solution](#)

1752.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[ender_shayan's solution](#)

1753.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ender_shayan's solution](#)

1754.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ender_shayan's solution](#)

1755.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[ender_shayan's solution](#)

1756.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, dfs and similar, graphs, trees

[ender_shayan's solution](#)

1757.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

1758.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[ender_shayan's solution](#)

1759.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[ender_shayan's solution](#)

1760.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[ender_shayan's solution](#)

1761.

567E

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

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ender_shayan's solution](#)

1762.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[ender_shayan's solution](#)

1763.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ender_shayan's solution](#)

1764.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ender_shayan's solution](#)

1765.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

1766.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

1767.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[ender_shayan's solution](#)

1768.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[ender_shayan's solution](#)

1769.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ender_shayan's solution](#)

1770.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[ender_shayan's solution](#)

1771.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[ender_shayan's solution](#)

1772.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[ender_shayan's solution](#)

1773.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
[ender_shayan's solution](#)

1774.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ender_shayan's solution](#)

1775.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[ender_shayan's solution](#)

1776.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[ender_shayan's solution](#)

1777.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[ender_shayan's solution](#)

1778.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[ender_shayan's solution](#)

1779.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

1780.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[ender_shayan's solution](#)

1781.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[ender_shayan's solution](#)

1782.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[ender_shayan's solution](#)

1783.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ender_shayan's solution](#)

1784.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

1785.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[ender_shayan's solution](#)

1786.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[ender_shayan's solution](#)

1787.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ender_shayan's solution](#)

1788.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

1789.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[ender_shayan's solution](#)

1790.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[ender_shayan's solution](#)

1791.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[ender_shayan's solution](#)

1792.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[ender_shayan's solution](#)

1793.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[ender_shayan's solution](#)

1794.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ender_shayan's solution](#)

1795.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ender_shayan's solution](#)

1796.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[ender_shayan's solution](#)

1797.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ender_shayan's solution](#)

1798.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[ender_shayan's solution](#)

1799.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[ender_shayan's solution](#)

1800.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[ender_shayan's solution](#)

1801.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ender_shayan's solution](#)

1802.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[ender_shayan's solution](#)

1803.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

1804.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[ender_shayan's solution](#)

1805.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[ender_shayan's solution](#)

1806.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[ender_shayan's solution](#)

1807.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ender_shayan's solution](#)

1808.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[ender_shayan's solution](#)

1809.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ender_shayan's solution](#)

1810.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[ender_shayan's solution](#)

1811.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[ender_shayan's solution](#)

1812.

1867E2

[Salvg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[ender_shayan's solution](#)

1813.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ender_shayan's solution](#)

1814.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[ender_shayan's solution](#)

1815.

915D

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

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

1816.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ender_shayan's solution](#)

1817.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[ender_shayan's solution](#)

1818.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[ender_shayan's solution](#)

1819.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

1820.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ender_shayan's solution](#)

1821.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[ender_shayan's solution](#)

1822.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[ender_shayan's solution](#)

1823.

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

[ender_shayan's solution](#)

1824.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[ender_shayan's solution](#)

1825.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths

[ender_shayan's solution](#)

1826.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ender_shayan's solution](#)

1827.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[ender_shayan's solution](#)

1828.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ender_shayan's solution](#)

1829.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ender_shayan's solution](#)

1830.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[ender_shayan's solution](#)

1831.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ender_shayan's solution](#)

1832.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, graphs

[ender_shayan's solution](#)

1833.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ender_shayan's solution](#)

1834.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[ender_shayan's solution](#)

1835.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[ender_shayan's solution](#)

1836.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ender_shayan's solution](#)

1837.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[ender_shayan's solution](#)

1838.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[ender_shayan's solution](#)

1839.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[ender_shayan's solution](#)

1840.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ender_shayan's solution](#)

1841.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

1842.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ender_shayan's solution](#)

1843.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings

[ender_shayan's solution](#)

1844.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

1845.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ender_shayan's solution](#)

1846.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[ender_shayan's solution](#)

1847.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[ender_shayan's solution](#)

1848.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory
[ender_shayan's solution](#)

1849.

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[ender_shayan's solution](#)

1850.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[ender_shayan's solution](#)

1851.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[ender_shayan's solution](#)

1852.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings
[ender_shayan's solution](#)

1853.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: games
[ender_shayan's solution](#)

1854.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[ender_shayan's solution](#)

1855.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy
[ender_shayan's solution](#)

1856.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[ender_shayan's solution](#)

1857.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ender_shayan's solution](#)

1858.

1451E2

[Bitwise Queries \(Hard Version\) · Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ender_shayan's solution](#)

1859.

2077C

[Binary Subsequence Value Sum · Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[ender_shayan's solution](#)

1860.

659G

[Fence Divercity · Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[ender_shayan's solution](#)

1861.

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ender_shayan's solution](#)

1862.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ender_shayan's solution](#)

1863.

1625D

[Binary Spiders · Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[ender_shayan's solution](#)

1864.

2063E

[Triangle Tree · Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

1865.

1468M

[Similar Sets · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[ender_shayan's solution](#)

1866.

1156F

[Card Bag · Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ender_shayan's solution](#)

1867.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ender_shayan's solution](#)

1868.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ender_shayan's solution](#)

1869.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

1870.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[ender_shayan's solution](#)

1871.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[ender_shayan's solution](#)

1872.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[ender_shayan's solution](#)

1873.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[ender_shayan's solution](#)

1874.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[ender_shayan's solution](#)

1875.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[ender_shayan's solution](#)

1876.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings, trees

[ender_shayan's solution](#)

1877.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[ender_shayan's solution](#)

1878.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ender_shayan's solution](#)

1879.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[ender_shayan's solution](#)

1880.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[ender_shayan's solution](#)

1881.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[ender_shayan's solution](#)

1882.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[ender_shayan's solution](#)

1883.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[ender_shayan's solution](#)

1884.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[ender_shayan's solution](#)

1885.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ender_shayan's solution](#)

1886.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[ender_shayan's solution](#)

1887.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[ender_shayan's solution](#)

1888.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[ender_shayan's solution](#)

1889.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[ender_shayan's solution](#)

1890.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ender_shayan's solution](#)

1891.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
[ender_shayan's solution](#)

1892.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

1893.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[ender_shayan's solution](#)

1894.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ender_shayan's solution](#)

1895.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[ender_shayan's solution](#)

1896.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[ender_shayan's solution](#)

1897.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, hashing, trees

[ender_shayan's solution](#)

1898.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ender_shayan's solution](#)

1899.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ender_shayan's solution](#)

1900.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ender_shayan's solution](#)

1901.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[ender_shayan's solution](#)

1902.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing

[ender_shayan's solution](#)

1903.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ender_shayan's solution](#)

1904.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ender_shayan's solution](#)

1905.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ender_shayan's solution](#)

1906.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ender_shayan's solution](#)

1907.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ender_shayan's solution](#)

1908.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[ender_shayan's solution](#)

1909.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

1910.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ender_shayan's solution](#)

1911.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[ender_shayan's solution](#)

1912.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

1913.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

1914.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[ender_shayan's solution](#)

1915.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[ender_shayan's solution](#)

1916.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[ender_shayan's solution](#)

1917.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[ender_shayan's solution](#)

1918.

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[ender_shayan's solution](#)

1919.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[ender_shayan's solution](#)

1920.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu
[ender_shayan's solution](#)

1921.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[ender_shayan's solution](#)

1922.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[ender_shayan's solution](#)

1923.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[ender_shayan's solution](#)

1924.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[ender_shayan's solution](#)

1925.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[ender_shayan's solution](#)

1926.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[ender_shayan's solution](#)

1927.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[ender_shayan's solution](#)

1928.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[ender_shayan's solution](#)

1929.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ender_shayan's solution](#)

1930.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ender_shayan's solution](#)

1931.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[ender_shayan's solution](#)

1932.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[ender_shayan's solution](#)

1933.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[ender_shayan's solution](#)

1934.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ender_shayan's solution](#)

1935.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ender_shayan's solution](#)

1936.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[ender_shayan's solution](#)

1937.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[ender_shayan's solution](#)

1938.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[ender_shayan's solution](#)

1939.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[ender_shayan's solution](#)

1940.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ender_shayan's solution](#)

1941.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[ender_shayan's solution](#)

1942.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-04-19 · last AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[ender_shayan's solution](#)

1943.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ender_shayan's solution](#)

1944.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[ender_shayan's solution](#)

1945.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[ender_shayan's solution](#)

1946.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ender_shayan's solution](#)

1947.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[ender_shayan's solution](#)

1948.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ender_shayan's solution](#)

1949.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ender_shayan's solution](#)

1950.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[ender_shayan's solution](#)

1951.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[ender_shayan's solution](#)

1952.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, trees

[ender_shayan's solution](#)

1953.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ender_shayan's solution](#)

1954.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ender_shayan's solution](#)

1955.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ender_shayan's solution](#)

1956.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[ender_shayan's solution](#)

1957.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

1958.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[ender_shayan's solution](#)

1959.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[ender_shayan's solution](#)

1960.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[ender_shayan's solution](#)

1961.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[ender_shayan's solution](#)

1962.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[ender_shayan's solution](#)

1963.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[ender_shayan's solution](#)

1964.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ender_shayan's solution](#)

1965.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[ender_shayan's solution](#)

1966.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[ender_shayan's solution](#)

1967.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[ender_shayan's solution](#)

1968.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers
[ender_shayan's solution](#)

1969.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[ender_shayan's solution](#)

1970.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[ender_shayan's solution](#)

1971.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees
[ender_shayan's solution](#)

1972.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[ender_shayan's solution](#)

1973.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[ender_shayan's solution](#)

1974.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[ender_shayan's solution](#)

1975.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[ender_shayan's solution](#)

1976.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[ender_shayan's solution](#)

1977.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[ender_shayan's solution](#)

1978.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[ender_shayan's solution](#)

1979.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[ender_shayan's solution](#)

1980.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[ender_shayan's solution](#)

1981.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ender_shayan's solution](#)

1982.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[ender_shayan's solution](#)

1983.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[ender_shayan's solution](#)

1984.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[ender_shayan's solution](#)

1985.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ender_shayan's solution](#)

1986.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[ender_shayan's solution](#)

1987.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[ender_shayan's solution](#)

1988.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[ender_shayan's solution](#)

1989.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[ender_shayan's solution](#)

1990.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ender_shayan's solution](#)

1991.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[ender_shayan's solution](#)

1992.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[ender_shayan's solution](#)

1993.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[ender_shayan's solution](#)

1994.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[ender_shayan's solution](#)

1995.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ender_shayan's solution](#)

1996.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[ender_shayan's solution](#)

1997.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[ender_shayan's solution](#)

1998.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[ender_shayan's solution](#)

1999.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · Tutorial

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[ender_shayan's solution](#)

2000.

2064E

[Mycraft Sand Sort](#) · Tutorial

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[ender_shayan's solution](#)

2001.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · Tutorial

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

2002.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · Tutorial

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[ender_shayan's solution](#)

2003.

2049E

[Broken Queries](#) · Tutorial

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[ender_shayan's solution](#)

2004.

825F

[String Compression](#) · Tutorial

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[ender_shayan's solution](#)

2005.

1617D2

[Too Many Impostors \(hard version\)](#) · Tutorial

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ender_shayan's solution](#)

2006.

1442C

[Graph Transpositions](#) · Tutorial

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ender_shayan's solution](#)

2007.

1482F

[Useful Edges](#) · Tutorial

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

2008.

1463E

[Plan of Lectures](#) · Tutorial

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[ender_shayan's solution](#)

2009.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ender_shayan's solution](#)

2010.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ender_shayan's solution](#)

2011.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[ender_shayan's solution](#)

2012.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ender_shayan's solution](#)

2013.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ender_shayan's solution](#)

2014.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

2015.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ender_shayan's solution](#)

2016.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[ender_shayan's solution](#)

2017.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ender_shayan's solution](#)

2018.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[ender_shayan's solution](#)

2019.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ender_shayan's solution](#)

2020.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[ender_shayan's solution](#)

2021.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[ender_shayan's solution](#)

2022.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[ender_shayan's solution](#)

2023.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

2024.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[ender_shayan's solution](#)

2025.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[ender_shayan's solution](#)

2026.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

2027.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[ender_shayan's solution](#)

2028.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar,

implementation, math, trees

[ender_shayan's solution](#)

2029.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ender_shayan's solution](#)

2030.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ender_shayan's solution](#)

2031.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[ender_shayan's solution](#)

2032.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ender_shayan's solution](#)

2033.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

2034.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[ender_shayan's solution](#)

2035.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[ender_shayan's solution](#)

2036.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[ender_shayan's solution](#)

2037.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ender_shayan's solution](#)

2038.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[ender_shayan's solution](#)

2039.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

2040.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[ender_shayan's solution](#)

2041.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

2042.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[ender_shayan's solution](#)

2043.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[ender_shayan's solution](#)

2044.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ender_shayan's solution](#)

2045.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ender_shayan's solution](#)

2046.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[ender_shayan's solution](#)

2047.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ender_shayan's solution](#)

2048.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2049.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ender_shayan's solution](#)

2050.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

2051.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

[ender_shayan's solution](#)

2052.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ender_shayan's solution](#)

2053.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[ender_shayan's solution](#)

2054.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2055.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ender_shayan's solution](#)

2056.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ender_shayan's solution](#)

2057.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ender_shayan's solution](#)

2058.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[ender_shayan's solution](#)

2059.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

2060.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[ender_shayan's solution](#)

2061.

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

[ender_shayan's solution](#)

2062.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[ender_shayan's solution](#)

2063.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[ender_shayan's solution](#)

2064.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ender_shayan's solution](#)

2065.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ender_shayan's solution](#)

2066.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[ender_shayan's solution](#)

2067.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ender_shayan's solution](#)

2068.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ender_shayan's solution](#)

2069.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ender_shayan's solution](#)

2070.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[ender_shayan's solution](#)

2071.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-12-15 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[ender_shayan's solution](#)

2072.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ender_shayan's solution](#)

2073.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[ender_shayan's solution](#)

2074.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[ender_shayan's solution](#)

2075.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[ender_shayan's solution](#)

2076.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[ender_shayan's solution](#)

2077.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ender_shayan's solution](#)

2078.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[ender_shayan's solution](#)

2079.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ender_shayan's solution](#)

2080.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings
[ender_shayan's solution](#)

2081.

2165D

[Path Split · Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[ender_shayan's solution](#)

2082.

2152F

[Triple Attack · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[ender_shayan's solution](#)

2083.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
[ender_shayan's solution](#)

2084.

825G

[Tree Queries · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[ender_shayan's solution](#)

2085.

1842F

[Tenzing and Tree · Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[ender_shayan's solution](#)

2086.

840D

[Destiny · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
[ender_shayan's solution](#)

2087.

2154E

[No Mind To Think · Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[ender_shayan's solution](#)

2088.

1334F

[Strange Function · Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[ender_shayan's solution](#)

2089.

2145F

[Long Journey · Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[ender_shayan's solution](#)

2090.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ender_shayan's solution](#)

2091.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[ender_shayan's solution](#)

2092.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ender_shayan's solution](#)

2093.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[ender_shayan's solution](#)

2094.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ender_shayan's solution](#)

2095.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ender_shayan's solution](#)

2096.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[ender_shayan's solution](#)

2097.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

2098.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[ender_shayan's solution](#)

2099.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[ender_shayan's solution](#)

2100.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[ender_shayan's solution](#)

2101.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2102.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[ender_shayan's solution](#)

2103.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ender_shayan's solution](#)

2104.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[ender_shayan's solution](#)

2105.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ender_shayan's solution](#)

2106.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[ender_shayan's solution](#)

2107.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: games, two pointers

[ender_shayan's solution](#)

2108.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[ender_shayan's solution](#)

2109.

360C

[Levko and Strings](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ender_shayan's solution](#)

2110.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ender_shayan's solution](#)

2111.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[ender_shayan's solution](#)

2112.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[ender_shayan's solution](#)

2113.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[ender_shayan's solution](#)

2114.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ender_shayan's solution](#)

2115.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ender_shayan's solution](#)

2116.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[ender_shayan's solution](#)

2117.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

2118.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ender_shayan's solution](#)

2119.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ender_shayan's solution](#)

2120.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[ender_shayan's solution](#)

2121.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[ender_shayan's solution](#)

2122.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[ender_shayan's solution](#)

2123.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[ender_shayan's solution](#)

2124.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[ender_shayan's solution](#)

2125.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ender_shayan's solution](#)

2126.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[ender_shayan's solution](#)

2127.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[ender_shayan's solution](#)

2128.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[ender_shayan's solution](#)

2129.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs
[ender_shayan's solution](#)

2130.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and

conquer, implementation, interactive, trees

[ender_shayan's solution](#)

2131.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[ender_shayan's solution](#)

2132.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ender_shayan's solution](#)

2133.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

2134.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[ender_shayan's solution](#)

2135.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[ender_shayan's solution](#)

2136.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

2137.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ender_shayan's solution](#)

2138.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)

2139.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[ender_shayan's solution](#)

2140.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[ender_shayan's solution](#)

2141.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[ender_shayan's solution](#)

2142.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[ender_shayan's solution](#)

2143.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[ender_shayan's solution](#)

2144.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[ender_shayan's solution](#)

2145.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[ender_shayan's solution](#)

2146.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees
[ender_shayan's solution](#)

2147.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ender_shayan's solution](#)

2148.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings
[ender_shayan's solution](#)

2149.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[ender_shayan's solution](#)

2150.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[ender_shayan's solution](#)

2151.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs
[ender_shayan's solution](#)

2152.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[ender_shayan's solution](#)

2153.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[ender_shayan's solution](#)

2154.

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ender_shayan's solution](#)

2155.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[ender_shayan's solution](#)

2156.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[ender_shayan's solution](#)

2157.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[ender_shayan's solution](#)

2158.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ender_shayan's solution](#)

2159.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ender_shayan's solution](#)

2160.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[ender_shayan's solution](#)

2161.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ender_shayan's solution](#)

2162.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[ender_shayan's solution](#)

2163.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[ender_shayan's solution](#)

2164.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[ender_shayan's solution](#)

2165.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ender_shayan's solution](#)

2166.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ender_shayan's solution](#)

2167.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ender_shayan's solution](#)

2168.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[ender_shayan's solution](#)

2169.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ender_shayan's solution](#)

2170.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ender_shayan's solution](#)

2171.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[ender_shayan's solution](#)

2172.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[ender_shayan's solution](#)

2173.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[ender_shayan's solution](#)

2174.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ender_shayan's solution](#)

2175.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ender_shayan's solution](#)

2176.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ender_shayan's solution](#)

2177.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[ender_shayan's solution](#)

2178.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ender_shayan's solution](#)

2179.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[ender_shayan's solution](#)

2180.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[ender_shayan's solution](#)

2181.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[ender_shayan's solution](#)

2182.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ender_shayan's solution](#)

2183.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[ender_shayan's solution](#)

2184.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[ender_shayan's solution](#)

2185.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ender_shayan's solution](#)

2186.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ender_shayan's solution](#)

2187.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[ender_shayan's solution](#)

2188.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ender_shayan's solution](#)

2189.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ender_shayan's solution](#)

2190.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[ender_shayan's solution](#)

2191.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ender_shayan's solution](#)

2192.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[ender_shayan's solution](#)

2193.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[ender_shayan's solution](#)

2194.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[ender_shayan's solution](#)

2195.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[ender_shayan's solution](#)

2196.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ender_shayan's solution](#)

2197.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[ender_shayan's solution](#)

2198.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ender_shayan's solution](#)

2199.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ender_shayan's solution](#)

2200.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs,

interactive

[ender_shayan's solution](#)

2201.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ender_shayan's solution](#)

2202.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ender_shayan's solution](#)

2203.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[ender_shayan's solution](#)

2204.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ender_shayan's solution](#)

2205.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[ender_shayan's solution](#)

2206.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[ender_shayan's solution](#)

2207.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ender_shayan's solution](#)

2208.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[ender_shayan's solution](#)

2209.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ender_shayan's solution](#)

2210.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ender_shayan's solution](#)

2211.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ender_shayan's solution](#)

2212.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ender_shayan's solution](#)

2213.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[ender_shayan's solution](#)

2214.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ender_shayan's solution](#)

2215.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[ender_shayan's solution](#)

2216.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2217.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ender_shayan's solution](#)

2218.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[ender_shayan's solution](#)

2219.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ender_shayan's solution](#)

2220.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, trees

[ender_shayan's solution](#)

2221.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[ender_shayan's solution](#)

2222.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[ender_shayan's solution](#)

2223.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ender_shayan's solution](#)

2224.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[ender_shayan's solution](#)

2225.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[ender_shayan's solution](#)

2226.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[ender_shayan's solution](#)

2227.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

2228.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ender_shayan's solution](#)

2229.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[ender_shayan's solution](#)

2230.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ender_shayan's solution](#)

2231.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[ender_shayan's solution](#)

2232.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[ender_shayan's solution](#)

2233.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[ender_shayan's solution](#)

2234.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[ender_shayan's solution](#)

2235.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ender_shayan's solution](#)

2236.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ender_shayan's solution](#)

2237.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[ender_shayan's solution](#)

2238.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[ender_shayan's solution](#)

2239.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[ender_shayan's solution](#)

2240.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[ender_shayan's solution](#)

2241.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ender_shayan's solution](#)

2242.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

2243.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[ender_shayan's solution](#)

2244.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ender_shayan's solution](#)

2245.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[ender_shayan's solution](#)

2246.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ender_shayan's solution](#)

2247.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[ender_shayan's solution](#)

2248.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ender_shayan's solution](#)

2249.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[ender_shayan's solution](#)

2250.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[ender_shayan's solution](#)

2251.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[ender_shayan's solution](#)

2252.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[ender_shayan's solution](#)

2253.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ender_shayan's solution](#)

2254.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[ender_shayan's solution](#)

2255.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

2256.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[ender_shayan's solution](#)

2257.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[ender_shayan's solution](#)

2258.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ender_shayan's solution](#)

2259.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[ender_shayan's solution](#)

2260.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ender_shayan's solution](#)

2261.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[ender_shayan's solution](#)

2262.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[ender_shayan's solution](#)

2263.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ender_shayan's solution](#)

2264.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[ender_shayan's solution](#)

2265.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[ender_shayan's solution](#)

2266.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[ender_shayan's solution](#)

2267.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[ender_shayan's solution](#)

2268.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[ender_shayan's solution](#)

2269.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ender_shayan's solution](#)

2270.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[ender_shayan's solution](#)

2271.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[ender_shayan's solution](#)

2272.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[ender_shayan's solution](#)

2273.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[ender_shayan's solution](#)

2274.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ender_shayan's solution](#)

2275.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[ender_shayan's solution](#)

2276.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[ender_shayan's solution](#)

2277.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2278.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[ender_shayan's solution](#)

2279.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[ender_shayan's solution](#)

2280.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ender_shayan's solution](#)

2281.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, math, matrices

[ender_shayan's solution](#)

2282.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[ender_shayan's solution](#)

2283.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[ender_shayan's solution](#)

2284.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[ender_shayan's solution](#)

2285.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ender_shayan's solution](#)

2286.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[ender_shayan's solution](#)

2287.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ender_shayan's solution](#)

2288.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[ender_shayan's solution](#)

2289.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2290.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ender_shayan's solution](#)

2291.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ender_shayan's solution](#)

2292.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ender_shayan's solution](#)

2293.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ender_shayan's solution](#)

2294.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[ender_shayan's solution](#)

2295.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[ender_shayan's solution](#)

2296.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[ender_shayan's solution](#)

2297.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ender_shayan's solution](#)

2298.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ender_shayan's solution](#)

2299.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2300.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[ender_shayan's solution](#)

2301.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[ender_shayan's solution](#)

2302.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees
[ender_shayan's solution](#)

2303.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[ender_shayan's solution](#)

2304.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[ender_shayan's solution](#)

2305.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[ender_shayan's solution](#)

2306.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[ender_shayan's solution](#)

2307.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[ender_shayan's solution](#)

2308.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[ender_shayan's solution](#)

2309.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[ender_shayan's solution](#)

2310.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[ender_shayan's solution](#)

2311.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[ender_shayan's solution](#)

2312.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[ender_shayan's solution](#)

2313.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[ender_shayan's solution](#)

2314.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[ender_shayan's solution](#)

2315.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths
[ender_shayan's solution](#)

2316.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees
[ender_shayan's solution](#)

2317.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[ender_shayan's solution](#)

2318.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ender_shayan's solution](#)

2319.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[ender_shayan's solution](#)

2320.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[ender_shayan's solution](#)

2321.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2026-04-23 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ender_shayan's solution](#)

2322.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[ender_shayan's solution](#)

2323.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[ender_shayan's solution](#)

2324.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[ender_shayan's solution](#)

2325.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[ender_shayan's solution](#)

2326.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2327.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ender_shayan's solution](#)

2328.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[ender_shayan's solution](#)

2329.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: flows

[ender_shayan's solution](#)

2330.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[ender_shayan's solution](#)

2331.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ender_shayan's solution](#)**2332.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[ender_shayan's solution](#)**2333.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[ender_shayan's solution](#)**2334.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[ender_shayan's solution](#)**2335.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ender_shayan's solution](#)**2336.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[ender_shayan's solution](#)**2337.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ender_shayan's solution](#)**2338.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[ender_shayan's solution](#)**2339.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[ender_shayan's solution](#)**2340.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[ender_shayan's solution](#)

2341.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[ender_shayan's solution](#)

2342.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

2343.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[ender_shayan's solution](#)

2344.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-05-02 · last AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ender_shayan's solution](#)

2345.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[ender_shayan's solution](#)

2346.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[ender_shayan's solution](#)

2347.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2348.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[ender_shayan's solution](#)

2349.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ender_shayan's solution](#)

2350.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[ender_shayan's solution](#)

2351.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[ender_shayan's solution](#)

2352.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[ender_shayan's solution](#)

2353.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[ender_shayan's solution](#)

2354.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[ender_shayan's solution](#)

2355.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[ender_shayan's solution](#)

2356.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[ender_shayan's solution](#)

2357.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[ender_shayan's solution](#)

2358.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
[ender_shayan's solution](#)

2359.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ender_shayan's solution](#)

2360.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[ender_shayan's solution](#)

2361.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[ender_shayan's solution](#)

2362.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees
[ender_shayan's solution](#)

2363.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[ender_shayan's solution](#)

2364.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ender_shayan's solution](#)

2365.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees
[ender_shayan's solution](#)

2366.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ender_shayan's solution](#)

2367.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[ender_shayan's solution](#)

2368.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[ender_shayan's solution](#)

2369.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[ender_shayan's solution](#)

2370.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[ender_shayan's solution](#)

2371.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ender_shayan's solution](#)

2372.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[ender_shayan's solution](#)

2373.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, matrices

[ender_shayan's solution](#)

2374.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2375.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[ender_shayan's solution](#)

2376.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, string suffix structures

[ender_shayan's solution](#)

2377.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2378.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[ender_shayan's solution](#)

2379.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[ender_shayan's solution](#)

2380.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[ender_shayan's solution](#)

2381.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[ender_shayan's solution](#)

2382.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ender_shayan's solution](#)

2383.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[ender_shayan's solution](#)

2384.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ender_shayan's solution](#)

2385.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[ender_shayan's solution](#)

2386.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[ender_shayan's solution](#)

2387.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[ender_shayan's solution](#)

2388.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[ender_shayan's solution](#)

2389.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[ender_shayan's solution](#)

2390.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[ender_shayan's solution](#)

2391.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[ender_shayan's solution](#)

2392.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, games, graphs, trees

[ender_shayan's solution](#)

2393.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ender_shayan's solution](#)

2394.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ender_shayan's solution](#)

2395.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ender_shayan's solution](#)

2396.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[ender_shayan's solution](#)

2397.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[ender_shayan's solution](#)

2398.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[ender_shayan's solution](#)

2399.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[ender_shayan's solution](#)

2400.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[ender_shayan's solution](#)

2401.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[ender_shayan's solution](#)

2402.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[ender_shayan's solution](#)

2403.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ender_shayan's solution](#)

2404.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[ender_shayan's solution](#)

2405.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ender_shayan's solution](#)

2406.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ender_shayan's solution](#)

2407.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search

[ender_shayan's solution](#)

2408.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[ender_shayan's solution](#)

2409.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[ender_shayan's solution](#)

2410.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2411.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ender_shayan's solution](#)

2412.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees
[ender_shayan's solution](#)

2413.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[ender_shayan's solution](#)

2414.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[ender_shayan's solution](#)

2415.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ender_shayan's solution](#)

2416.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ender_shayan's solution](#)

2417.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[ender_shayan's solution](#)

2418.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[ender_shayan's solution](#)

2419.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, trees
[ender_shayan's solution](#)

2420.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ender_shayan's solution](#)

2421.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs
[ender_shayan's solution](#)

2422.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, strings
[ender_shayan's solution](#)

2423.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: trees
[ender_shayan's solution](#)

2424.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[ender_shayan's solution](#)

2425.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[ender_shayan's solution](#)

2426.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[ender_shayan's solution](#)

2427.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math
[ender_shayan's solution](#)

2428.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory
[ender_shayan's solution](#)

2429.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[ender_shayan's solution](#)

2430.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[ender_shayan's solution](#)

2431.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[ender_shayan's solution](#)

2432.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[ender_shayan's solution](#)

2433.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math
[ender_shayan's solution](#)

2434.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,774 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ender_shayan's solution](#)

2435.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,096 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ender_shayan's solution](#)

2436.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,753 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[ender_shayan's solution](#)

2437.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,113 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ender_shayan's solution](#)

2438.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,118 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ender_shayan's solution](#)

2439.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,529 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ender_shayan's solution](#)

2440.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[ender_shayan's solution](#)

2441.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[ender_shayan's solution](#)

2442.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[ender_shayan's solution](#)

2443.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ender_shayan's solution](#)

2444.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[ender_shayan's solution](#)

2445.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[ender_shayan's solution](#)

2446.

2226A

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

Quality: 11,111 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ender_shayan's solution](#)

2447.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ender_shayan's solution](#)

2448.

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[ender_shayan's solution](#)

2449.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ender_shayan's solution](#)

2450.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ender_shayan's solution](#)

2451.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ender_shayan's solution](#)

2452.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[ender_shayan's solution](#)

2453.

2225D

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

Quality: 6,608 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[ender_shayan's solution](#)

2454.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,336 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ender_shayan's solution](#)

2455.

2225B

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

Quality: 14,141 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ender_shayan's solution](#)

2456.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,675 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ender_shayan's solution](#)

2457.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2458.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
[ender_shayan's solution](#)

2459.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[ender_shayan's solution](#)

2460.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[ender_shayan's solution](#)

2461.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[ender_shayan's solution](#)

2462.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[ender_shayan's solution](#)

2463.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[ender_shayan's solution](#)

2464.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[ender_shayan's solution](#)

2465.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[ender_shayan's solution](#)

2466.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[ender_shayan's solution](#)

2467.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2468.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2469.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2470.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2471.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2472.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2473.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2474.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2475.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2476.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2477.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2478.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2479.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2480.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2481.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2482.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2483.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2484.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2485.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ender_shayan's solution](#)

2486.

104901E

[I Just Want... One More... · Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ender_shayan's solution](#)

2487.

undefined194

[Reactor Cooling · Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ender_shayan's solution](#)

2488.

103438I

[Flood Fill · Tutorial](#)

Rating: — · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ender_shayan's solution](#)

2489.

102059A

[Coloring Roads · Tutorial](#)

Rating: — · first AC: 2025-12-12 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2490.

104118L

[LCG Manipulation · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2491.

104118H

[HIIT · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2492.

104118E

[Escape from Markov · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2493.

104118F

[Factions vs The Hegemon · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2494.

104118I

[Item Crafting · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2495.

104118J

[Junior Steiner Three · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2496.

104118G

[Gallivanting Merchant · Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ender_shayan's solution](#)

2497.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2498.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2499.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2500.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2501.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2502.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2503.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2504.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2505.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2506.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2507.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2508.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2509.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2510.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2511.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2512.

105657M

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

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2513.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2514.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2515.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2516.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2517.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2518.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2519.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory
[ender_shayan's solution](#)

2520.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive
[ender_shayan's solution](#)

2521.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[ender_shayan's solution](#)

2522.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures
[ender_shayan's solution](#)

2523.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2524.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2525.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2526.

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ender_shayan's solution](#)

2527.

391B

[Word Folding](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[ender_shayan's solution](#)

2528.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[ender_shayan's solution](#)

2529.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[ender_shayan's solution](#)

2530.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[ender_shayan's solution](#)

2531.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[ender_shayan's solution](#)

2532.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ender_shayan's solution](#)

2533.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[ender_shayan's solution](#)

2534.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[ender_shayan's solution](#)

2535.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation
[ender_shayan's solution](#)

2536.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory
[ender_shayan's solution](#)

2537.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings
[ender_shayan's solution](#)