

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

<https://cfelitetracker.vercel.app>

Unique solved — enslaved

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

Sort: Problem rating · easier first

Filters: none

Count: 4,357

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,504 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,753 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[enslaved's solution](#)

5.

2210A

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

Quality: 22,286 global accepts · Rating: 800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[enslaved's solution](#)

6.

2211A

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

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[enslaved's solution](#)

7.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,527 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

8.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,764 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

9.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

10.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,258 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

11.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,699 global accepts · Rating: 800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

12.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,503 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[enslaved's solution](#)

13.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,167 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[enslaved's solution](#)

14.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[enslaved's solution](#)

15.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[enslaved's solution](#)

16.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

17.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,390 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

18.

2192A

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

Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[enslaved's solution](#)

19.

2195A

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

Quality: 35,475 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[enslaved's solution](#)

20.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,871 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

expression parsing, math, schedules

[enslaved's solution](#)

21.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

22.

2188A

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

Quality: 25,922 global accepts · Rating: 800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

23.

2193B

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

Quality: 30,131 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

24.

2193A

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

Quality: 42,674 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[enslaved's solution](#)

25.

2189A

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

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

26.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,729 global accepts · Rating: 800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

27.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,120 global accepts · Rating: 800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

28.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

29.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,096 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

30.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[enslaved's solution](#)

31.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, strings

[enslaved's solution](#)

32.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[enslaved's solution](#)

33.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,747 global accepts · Rating: 800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

34.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[enslaved's solution](#)

35.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,434 global accepts · Rating: 800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[enslaved's solution](#)

36.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

37.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[enslaved's solution](#)

38.

2176A

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

Quality: 29,084 global accepts · Rating: 800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

39.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,737 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

40.

2173A

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

Quality: 23,788 global accepts · Rating: 800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

41.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

42.

2170A

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

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[enslaved's solution](#)

43.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

44.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

45.

2171A

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

Quality: 37,257 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[enslaved's solution](#)

46.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,906 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[enslaved's solution](#)

47.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[enslaved's solution](#)

48.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[enslaved's solution](#)

49.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[enslaved's solution](#)

50.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,514 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[enslaved's solution](#)

51.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,840 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[enslaved's solution](#)

52.

2167C

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

Quality: 36,069 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[enslaved's solution](#)

53.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[enslaved's solution](#)

54.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,173 global accepts · Rating: 800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[enslaved's solution](#)

55.

2162A

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

Quality: 41,604 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

56.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,461 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

57.

2153B

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

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[enslaved's solution](#)

58.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

59.

2145A

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

Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

60.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[enslaved's solution](#)

61.

2152A

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

Quality: 22,321 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

62.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,938 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

63.

2149B

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

Quality: 33,065 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

64.

2151A

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

Quality: 17,963 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[enslaved's solution](#)

65.

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

66.

2147A

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

Quality: 18,647 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

67.

2143A

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

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[enslaved's solution](#)

68.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[enslaved's solution](#)

69.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,447 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[enslaved's solution](#)

70.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,058 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[enslaved's solution](#)

71.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

72.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

73.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

74.

2137A

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

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

75.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

76.

2134A

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

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[enslaved's solution](#)

77.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math
[enslaved's solution](#)

78.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[enslaved's solution](#)

79.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

80.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,875 global accepts · Rating: 800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

81.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

82.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

83.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,534 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

84.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

85.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[enslaved's solution](#)

86.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

87.

2126B

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

Quality: 37,707 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

88.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,109 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[enslaved's solution](#)

89.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

90.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[enslaved's solution](#)

91.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[enslaved's solution](#)

92.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

93.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[enslaved's solution](#)

94.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[enslaved's solution](#)

95.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,499 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[enslaved's solution](#)

96.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,291 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[enslaved's solution](#)

97.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,512 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

98.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

99.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

100.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,057 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

101.

2116A

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

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[enslaved's solution](#)

102.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

103.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,217 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[enslaved's solution](#)

104.

2110A

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

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

105.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[enslaved's solution](#)

106.

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

107.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

108.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

109.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

110.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

111.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

112.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[enslaved's solution](#)

113.

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[enslaved's solution](#)

114.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

115.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

116.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

117.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,363 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[enslaved's solution](#)

118.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

119.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[enslaved's solution](#)

120.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

121.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,156 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[enslaved's solution](#)

122.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,312 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[enslaved's solution](#)

123.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,846 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

124.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

125.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[enslaved's solution](#)

126.

2092A

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

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[enslaved's solution](#)

127.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,709 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[enslaved's solution](#)

128.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

129.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

130.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

131.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,208 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

132.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,763 global accepts · Rating: 800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[enslaved's solution](#)

133.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,328 global accepts · Rating: 800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[enslaved's solution](#)

134.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[enslaved's solution](#)

135.

2071A

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

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

136.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

137.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

138.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[enslaved's solution](#)

139.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

140.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[enslaved's solution](#)

141.

2065B

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

Quality: 42,085 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[enslaved's solution](#)

142.

2065A

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

Quality: 55,647 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[enslaved's solution](#)

143.

2059A

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

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[enslaved's solution](#)

144.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[enslaved's solution](#)

145.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

146.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[enslaved's solution](#)

147.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[enslaved's solution](#)

148.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

149.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[enslaved's solution](#)

150.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

151.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[enslaved's solution](#)

152.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

153.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,771 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[enslaved's solution](#)

154.

2051A

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

Quality: 35,182 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[enslaved's solution](#)

155.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[enslaved's solution](#)

156.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

157.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

158.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

159.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,237 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

160.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[enslaved's solution](#)

161.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

162.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

163.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

164.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

165.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

166.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[enslaved's solution](#)

167.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[enslaved's solution](#)

168.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

169.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

170.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[enslaved's solution](#)

171.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

172.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

173.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

174.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[enslaved's solution](#)

175.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

176.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[enslaved's solution](#)

177.

2033A

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

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[enslaved's solution](#)

178.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

179.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[enslaved's solution](#)

180.

2030A

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

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

181.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[enslaved's solution](#)

182.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

183.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[enslaved's solution](#)

184.

2020A

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

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[enslaved's solution](#)

185.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[enslaved's solution](#)

186.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[enslaved's solution](#)

187.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

188.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

189.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

190.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

191.

2008C

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

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[enslaved's solution](#)

192.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[enslaved's solution](#)

193.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[enslaved's solution](#)

194.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

195.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[enslaved's solution](#)

196.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

197.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,617 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[enslaved's solution](#)

198.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[enslaved's solution](#)

199.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

200.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

201.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

202.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

203.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

204.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[enslaved's solution](#)

205.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

206.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[enslaved's solution](#)

207.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

208.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

209.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

210.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[enslaved's solution](#)

211.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[enslaved's solution](#)

212.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

213.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

214.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

215.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

216.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

217.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

218.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[enslaved's solution](#)

219.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[enslaved's solution](#)

220.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[enslaved's solution](#)

221.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[enslaved's solution](#)

222.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

223.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

224.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

225.

1979A

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

Quality: 31,795 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

226.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,505 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[enslaved's solution](#)

227.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[enslaved's solution](#)

228.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

229.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[enslaved's solution](#)

230.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[enslaved's solution](#)

231.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[enslaved's solution](#)

232.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[enslaved's solution](#)

233.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,929 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

234.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,724 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

235.

1971A

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

Quality: 59,515 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

236.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[enslaved's solution](#)

237.

1968B

[Prefrequency](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[enslaved's solution](#)

238.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

239.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[enslaved's solution](#)

240.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[enslaved's solution](#)

241.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

242.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[enslaved's solution](#)

243.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[enslaved's solution](#)

244.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[enslaved's solution](#)

245.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

246.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,223 global accepts · Rating: 800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

247.

1950A

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

Quality: 69,464 global accepts · Rating: 800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

248.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

249.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

250.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[enslaved's solution](#)

251.

1944A

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

Quality: 28,738 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[enslaved's solution](#)

252.

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

253.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[enslaved's solution](#)

254.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[enslaved's solution](#)

255.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[enslaved's solution](#)

256.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

257.

1933B

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

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[enslaved's solution](#)

258.

1933A

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

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

259.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

260.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[enslaved's solution](#)

261.

1926A

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

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

262.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

263.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

264.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

265.

1929A

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

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[enslaved's solution](#)

266.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,371 global accepts · Rating: 800 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

267.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[enslaved's solution](#)

268.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[enslaved's solution](#)

269.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

270.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

271.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[enslaved's solution](#)

272.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[enslaved's solution](#)

273.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

274.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

275.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

276.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

277.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[enslaved's solution](#)

278.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[enslaved's solution](#)

279.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[enslaved's solution](#)

280.

1915B

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

Quality: 50,362 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[enslaved's solution](#)

281.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[enslaved's solution](#)

282.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

283.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

284.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

285.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

286.

1914A

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

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

287.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

288.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

289.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

290.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

291.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[enslaved's solution](#)

292.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[enslaved's solution](#)

293.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[enslaved's solution](#)

294.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

295.

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[enslaved's solution](#)

296.

1899A

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

Quality: 92,826 global accepts · Rating: 800 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[enslaved's solution](#)

297.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

298.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

299.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

300.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[enslaved's solution](#)

301.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

302.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

303.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

304.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

305.

1881A

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

Quality: 59,384 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[enslaved's solution](#)

306.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,364 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

307.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[enslaved's solution](#)

308.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

309.

1878A

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

Quality: 78,716 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

310.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

311.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

312.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[enslaved's solution](#)

313.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

314.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

315.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

316.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

317.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[enslaved's solution](#)

318.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,185 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

319.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

320.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

321.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

322.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

323.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

324.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[enslaved's solution](#)

325.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[enslaved's solution](#)

326.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

327.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

328.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

329.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

330.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

331.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[enslaved's solution](#)

332.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[enslaved's solution](#)

333.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

334.

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

335.

1850B

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

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

336.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

337.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[enslaved's solution](#)

338.

1846B

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

Quality: 28,920 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

339.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

340.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

341.

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[enslaved's solution](#)

342.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[enslaved's solution](#)

343.

1843C

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

Quality: 39,502 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[enslaved's solution](#)

344.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, two pointers

[enslaved's solution](#)

345.

1843A

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

Quality: 37,315 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[enslaved's solution](#)

346.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

347.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

348.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[enslaved's solution](#)

349.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

350.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings, two pointers

[enslaved's solution](#)

351.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

352.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

353.

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

354.

1005A

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

Quality: 27,519 global accepts · Rating: 800 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

355.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

356.

1837A

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

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

357.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,875 global accepts · Rating: 800 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

358.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

359.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

360.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

361.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

362.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings
[enslaved's solution](#)

363.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

364.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation

[enslaved's solution](#)

365.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

366.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

367.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

368.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

369.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

370.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

371.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[enslaved's solution](#)

372.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

373.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

374.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

375.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

376.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[enslaved's solution](#)

377.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[enslaved's solution](#)

378.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

379.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[enslaved's solution](#)

380.

1805B

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

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

381.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,962 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[enslaved's solution](#)

382.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

383.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

384.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

385.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

386.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[enslaved's solution](#)

387.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[enslaved's solution](#)

388.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

389.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

390.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

391.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

392.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

393.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: strings
[enslaved's solution](#)

394.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

395.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math
[enslaved's solution](#)

396.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

397.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[enslaved's solution](#)

398.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

399.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

400.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

401.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[enslaved's solution](#)

402.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,287 global accepts · Rating: 800 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

403.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

404.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

405.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

406.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[enslaved's solution](#)

407.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[enslaved's solution](#)

408.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

409.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

410.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

411.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

412.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,048 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[enslaved's solution](#)

413.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

414.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

415.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

416.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[enslaved's solution](#)

417.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[enslaved's solution](#)

418.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

419.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,255 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

420.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

421.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

422.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

423.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings
[enslaved's solution](#)

424.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

425.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

426.

1777A

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

Quality: 44,037 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

427.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

428.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[enslaved's solution](#)

429.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[enslaved's solution](#)

430.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[enslaved's solution](#)

431.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

432.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

433.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

434.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

435.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

436.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[enslaved's solution](#)

437.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,276 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

438.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

439.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

440.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

441.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

442.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[enslaved's solution](#)

443.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

444.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,617 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

445.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

446.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

447.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,814 global accepts · Rating: 800 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

448.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

449.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

450.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[enslaved's solution](#)

451.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

452.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

453.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

454.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

455.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[enslaved's solution](#)

456.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

457.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

458.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

459.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[enslaved's solution](#)

460.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

461.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

462.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

463.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[enslaved's solution](#)

464.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

465.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

466.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[enslaved's solution](#)

467.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[enslaved's solution](#)

468.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

469.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[enslaved's solution](#)

470.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,029 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

471.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

472.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

473.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

474.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

475.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,082 global accepts · Rating: 800 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

476.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

477.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

478.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

479.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

480.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

481.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[enslaved's solution](#)

482.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

483.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

484.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[enslaved's solution](#)

485.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

486.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
[enslaved's solution](#)

487.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[enslaved's solution](#)

488.

1180A

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

Quality: 27,428 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[enslaved's solution](#)

489.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,385 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

490.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,465 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

491.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

492.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

493.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

494.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: strings
[enslaved's solution](#)

495.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

496.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[enslaved's solution](#)

497.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

498.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

499.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[enslaved's solution](#)

500.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

501.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

502.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[enslaved's solution](#)

503.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

504.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[enslaved's solution](#)

505.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

506.

1741A

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

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

507.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

508.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[enslaved's solution](#)

509.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[enslaved's solution](#)

510.

1206A

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

Quality: 26,051 global accepts · Rating: 800 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[enslaved's solution](#)

511.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

512.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

513.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

514.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[enslaved's solution](#)

515.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

516.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[enslaved's solution](#)

517.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[enslaved's solution](#)

518.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

519.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

520.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[enslaved's solution](#)

521.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

522.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

523.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

524.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

525.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

526.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

527.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

528.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

529.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[enslaved's solution](#)

530.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

531.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

532.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

533.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

534.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

535.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

536.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[enslaved's solution](#)

537.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

538.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

539.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

540.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

541.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

542.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[enslaved's solution](#)

543.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[enslaved's solution](#)

544.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

545.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

546.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

547.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[enslaved's solution](#)

548.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

549.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

550.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

551.

1714C

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

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

552.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[enslaved's solution](#)

553.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

554.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,310 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

555.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math
[enslaved's solution](#)

556.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

557.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

558.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,444 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

559.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

560.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

561.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

562.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

563.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

564.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

565.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

566.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

567.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

568.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[enslaved's solution](#)

569.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

570.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[enslaved's solution](#)

571.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

572.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[enslaved's solution](#)

573.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[enslaved's solution](#)

574.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,544 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, number theory

[enslaved's solution](#)

575.

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

576.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

577.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[enslaved's solution](#)

578.

1702B

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

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

579.

1702A

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

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

580.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

581.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

582.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,818 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

583.

1337A

[Ichihome and Triangle](#) · [Tutorial](#)

Quality: 42,916 global accepts · Rating: 800 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

584.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

585.

1348A

[Phoenix and Balance](#) · [Tutorial](#)

Quality: 42,857 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

586.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[enslaved's solution](#)

587.

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[enslaved's solution](#)

588.

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[enslaved's solution](#)

589.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

590.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

591.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

592.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

593.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

594.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings
[enslaved's solution](#)

595.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

596.

1680A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

597.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

598.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

599.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[enslaved's solution](#)

600.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[enslaved's solution](#)

601.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

602.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math
[enslaved's solution](#)

603.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

604.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

605.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

606.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

607.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[enslaved's solution](#)

608.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[enslaved's solution](#)

609.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[enslaved's solution](#)

610.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,067 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

611.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[enslaved's solution](#)

612.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[enslaved's solution](#)

613.

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,451 global accepts · Rating: 900 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[enslaved's solution](#)

614.

2210B

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

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

615.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

616.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[enslaved's solution](#)

617.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

618.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,004 global accepts · Rating: 900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

619.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[enslaved's solution](#)

620.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[enslaved's solution](#)

621.

2171B

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

Quality: 27,112 global accepts · Rating: 900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

622.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

623.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

624.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 900 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

625.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,349 global accepts · Rating: 900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

626.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

627.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,478 global accepts · Rating: 900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

628.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[enslaved's solution](#)

629.

2132B

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

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

630.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 900 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[enslaved's solution](#)

631.

2114B

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

Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

632.

2110B

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

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[enslaved's solution](#)

633.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

634.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[enslaved's solution](#)

635.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

636.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

637.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

638.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

639.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[enslaved's solution](#)

640.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

641.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

642.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

643.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

644.

2085A

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

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

645.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings
[enslaved's solution](#)

646.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

647.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[enslaved's solution](#)

648.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

649.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[enslaved's solution](#)

650.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[enslaved's solution](#)

651.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[enslaved's solution](#)

652.

2028A

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

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

653.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[enslaved's solution](#)

654.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

655.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[enslaved's solution](#)

656.

2013B

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

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

657.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[enslaved's solution](#)

658.

2007B

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

Quality: 25,612 global accepts · Rating: 900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

659.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[enslaved's solution](#)

660.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

661.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[enslaved's solution](#)

662.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

663.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

664.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[enslaved's solution](#)

665.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

666.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[enslaved's solution](#)

667.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

668.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

669.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[enslaved's solution](#)

670.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[enslaved's solution](#)

671.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[enslaved's solution](#)

672.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[enslaved's solution](#)

673.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

674.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[enslaved's solution](#)

675.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

676.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[enslaved's solution](#)

677.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers
[enslaved's solution](#)

678.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

679.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

680.

1875A

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

Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

681.

1878C

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

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

682.

1879B

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

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

[enslaved's solution](#)

683.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

684.

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

685.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[enslaved's solution](#)

686.

1856B

[Good Arrays](#) · [Tutorial](#)

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

[enslaved's solution](#)

687.

1855B

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

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[enslaved's solution](#)

688.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[enslaved's solution](#)

689.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[enslaved's solution](#)

690.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[enslaved's solution](#)

691.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

692.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[enslaved's solution](#)

693.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

694.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

695.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

696.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,327 global accepts · Rating: 900 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

697.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

698.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[enslaved's solution](#)

699.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

700.

1808A

[Lucky Numbers](#) · [Tutorial](#)

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

[enslaved's solution](#)

701.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

702.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

703.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[enslaved's solution](#)

704.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

705.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,894 global accepts · Rating: 900 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

706.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[enslaved's solution](#)

707.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

708.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[enslaved's solution](#)

709.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[enslaved's solution](#)

710.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[enslaved's solution](#)

711.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

712.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

713.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

714.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[enslaved's solution](#)

715.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

716.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

717.

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[enslaved's solution](#)

718.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[enslaved's solution](#)

719.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

720.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

721.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

722.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

723.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

724.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[enslaved's solution](#)

725.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

726.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,852 global accepts · Rating: 900 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

727.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

728.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[enslaved's solution](#)

729.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

730.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

731.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

732.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

733.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

734.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[enslaved's solution](#)

735.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

736.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

737.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

738.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

739.

1737A

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

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[enslaved's solution](#)

740.

1206B

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

Quality: 29,513 global accepts · Rating: 900 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

741.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

742.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

743.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

744.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

745.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

746.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[enslaved's solution](#)

747.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

748.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

749.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

750.

1247A

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

Rating: 900 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

751.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, sortings
[enslaved's solution](#)

752.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

753.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

754.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

755.

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

756.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

757.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

758.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

759.

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[enslaved's solution](#)

760.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[enslaved's solution](#)

761.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

762.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

763.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

764.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

765.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

766.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[enslaved's solution](#)

767.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

768.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,401 global accepts · Rating: 900 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

769.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

770.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

771.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

772.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[enslaved's solution](#)

773.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

774.

2217B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

775.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[enslaved's solution](#)

776.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[enslaved's solution](#)

777.

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[enslaved's solution](#)

778.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

779.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,025 global accepts · Rating: 1000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

780.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,735 global accepts · Rating: 1000 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

781.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,922 global accepts · Rating: 1000 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[enslaved's solution](#)

782.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[enslaved's solution](#)

783.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

784.

2167D

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

Quality: 30,222 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[enslaved's solution](#)

785.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[enslaved's solution](#)

786.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

787.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

788.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

789.

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

790.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[enslaved's solution](#)

791.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

792.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[enslaved's solution](#)

793.

2132C1

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

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

794.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

795.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[enslaved's solution](#)

796.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[enslaved's solution](#)

797.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

798.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

799.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers
[enslaved's solution](#)

800.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[enslaved's solution](#)

801.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

802.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[enslaved's solution](#)

803.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[enslaved's solution](#)

804.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

805.

2093C

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

Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[enslaved's solution](#)

806.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[enslaved's solution](#)

807.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

808.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
[enslaved's solution](#)

809.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

810.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[enslaved's solution](#)

811.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

812.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

813.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

814.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[enslaved's solution](#)

815.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[enslaved's solution](#)

816.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[enslaved's solution](#)

817.

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

818.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[enslaved's solution](#)

819.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[enslaved's solution](#)

820.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

821.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[enslaved's solution](#)

822.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[enslaved's solution](#)

823.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[enslaved's solution](#)

824.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[enslaved's solution](#)

825.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[enslaved's solution](#)

826.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[enslaved's solution](#)

827.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[enslaved's solution](#)

828.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

829.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[enslaved's solution](#)

830.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

831.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[enslaved's solution](#)

832.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[enslaved's solution](#)

833.

1930B

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

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

834.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

835.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

836.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[enslaved's solution](#)

837.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings
[enslaved's solution](#)

838.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[enslaved's solution](#)

839.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[enslaved's solution](#)

840.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

841.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

842.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

843.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[enslaved's solution](#)

844.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

845.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

846.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

847.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

848.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

849.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers
[enslaved's solution](#)

850.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

851.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

852.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[enslaved's solution](#)

853.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

854.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

855.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

856.

1837C

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

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

857.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

858.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[enslaved's solution](#)

859.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

860.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

861.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

862.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs
[enslaved's solution](#)

863.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

864.

1798B

[Three Sevens](#) · [Tutorial](#)

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

865.

1809B

[Points on Plane](#) · [Tutorial](#)

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

866.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

867.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

868.

1804B

[Vaccination](#) · [Tutorial](#)

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

869.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

870.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[enslaved's solution](#)

871.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

872.

1796B

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

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

873.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

874.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

875.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

876.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

877.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation
[enslaved's solution](#)

878.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

879.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

880.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

881.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

882.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[enslaved's solution](#)

883.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

884.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[enslaved's solution](#)

885.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[enslaved's solution](#)

886.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

887.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

888.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

889.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

890.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

891.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

892.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

893.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

894.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

895.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

896.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

897.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

898.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

899.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

900.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,708 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[enslaved's solution](#)

901.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

902.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

903.

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[enslaved's solution](#)

904.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

905.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[enslaved's solution](#)

906.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[enslaved's solution](#)

907.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

908.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[enslaved's solution](#)

909.

1155A

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

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings
[enslaved's solution](#)

910.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,293 global accepts · Rating: 1000 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

911.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[enslaved's solution](#)

912.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[enslaved's solution](#)

913.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

914.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, implementation, math, number theory

[enslaved's solution](#)

915.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[enslaved's solution](#)

916.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[enslaved's solution](#)

917.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

918.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

919.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[enslaved's solution](#)

920.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

921.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

922.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

923.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

924.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

925.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

926.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

927.

1241B

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

Rating: 1000 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[enslaved's solution](#)

928.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

929.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

930.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

931.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[enslaved's solution](#)

932.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math
[enslaved's solution](#)

933.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers
[enslaved's solution](#)

934.

1247B1

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

Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

935.

1256A

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

Quality: 32,436 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

936.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

937.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

938.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

939.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

940.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

941.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

942.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

943.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

944.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

945.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

946.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

[enslaved's solution](#)

947.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[enslaved's solution](#)

948.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[enslaved's solution](#)

949.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[enslaved's solution](#)

950.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

951.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[enslaved's solution](#)

952.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

953.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[enslaved's solution](#)

954.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

955.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[enslaved's solution](#)

956.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

957.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[enslaved's solution](#)

958.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

959.

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[enslaved's solution](#)

960.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,695 global accepts · Rating: 1100 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[enslaved's solution](#)

961.

2195C

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

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

962.

2197B

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

Quality: 15,906 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[enslaved's solution](#)

963.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[enslaved's solution](#)

964.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,696 global accepts · Rating: 1100 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[enslaved's solution](#)

965.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,116 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

966.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[enslaved's solution](#)

967.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

968.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,311 global accepts · Rating: 1100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[enslaved's solution](#)

969.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

970.

2171C1

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

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[enslaved's solution](#)

971.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

972.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[enslaved's solution](#)

973.

2160B

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

Quality: 17,764 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

974.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[enslaved's solution](#)

975.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

976.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[enslaved's solution](#)

977.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,916 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[enslaved's solution](#)

978.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[enslaved's solution](#)

979.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

980.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[enslaved's solution](#)

981.

2125C

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

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[enslaved's solution](#)

982.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

983.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

984.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

985.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers
[enslaved's solution](#)

986.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
[enslaved's solution](#)

987.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

988.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[enslaved's solution](#)

989.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[enslaved's solution](#)

990.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

991.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[enslaved's solution](#)

992.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[enslaved's solution](#)

993.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[enslaved's solution](#)

994.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

995.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

996.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[enslaved's solution](#)

997.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

998.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[enslaved's solution](#)

999.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[enslaved's solution](#)

1000.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,320 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[enslaved's solution](#)

1001.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[enslaved's solution](#)

1002.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

1003.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[enslaved's solution](#)

1004.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[enslaved's solution](#)

1005.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[enslaved's solution](#)

1006.

2061B

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

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

[enslaved's solution](#)

1007.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1008.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1009.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1010.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

1011.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[enslaved's solution](#)

1012.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

1013.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

1014.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

1015.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[enslaved's solution](#)

1016.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[enslaved's solution](#)

1017.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

1018.

2014C

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

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[enslaved's solution](#)

1019.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1020.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[enslaved's solution](#)

1021.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[enslaved's solution](#)

1022.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[enslaved's solution](#)

1023.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1024.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[enslaved's solution](#)

1025.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[enslaved's solution](#)

1026.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[enslaved's solution](#)

1027.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[enslaved's solution](#)

1028.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[enslaved's solution](#)

1029.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

1030.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1031.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1032.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[enslaved's solution](#)

1033.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[enslaved's solution](#)

1034.

1966B

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

Quality: 17,214 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1035.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[enslaved's solution](#)

1036.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
[enslaved's solution](#)

1037.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1038.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[enslaved's solution](#)

1039.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[enslaved's solution](#)

1040.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[enslaved's solution](#)

1041.

1933C

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

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[enslaved's solution](#)

1042.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

1043.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[enslaved's solution](#)

1044.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[enslaved's solution](#)

1045.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings
[enslaved's solution](#)

1046.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[enslaved's solution](#)

1047.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1048.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees
[enslaved's solution](#)

1049.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[enslaved's solution](#)

1050.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[enslaved's solution](#)

1051.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1052.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[enslaved's solution](#)

1053.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[enslaved's solution](#)

1054.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[enslaved's solution](#)

1055.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[enslaved's solution](#)

1056.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[enslaved's solution](#)

1057.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[enslaved's solution](#)

1058.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[enslaved's solution](#)

1059.

1872C

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

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1060.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1061.

1863B

[Split Sort](#) · [Tutorial](#)

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

1062.

1864B

[Swap and Reverse](#) · [Tutorial](#)

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

1063.

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[enslaved's solution](#)

1064.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

1065.

1850E

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

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math
[enslaved's solution](#)

1066.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[enslaved's solution](#)

1067.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1068.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[enslaved's solution](#)

1069.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1070.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1071.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[enslaved's solution](#)

1072.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[enslaved's solution](#)

1073.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[enslaved's solution](#)

1074.

1826B

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

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1075.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

1076.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[enslaved's solution](#)

1077.

1820B

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

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: math, strings, two pointers
[enslaved's solution](#)

1078.

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1079.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1080.

1807G2

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

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[enslaved's solution](#)

1081.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[enslaved's solution](#)

1082.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

1083.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1084.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[enslaved's solution](#)

1085.

1058B

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

Rating: 1100 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[enslaved's solution](#)

1086.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1087.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1088.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1089.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1090.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, probabilities

[enslaved's solution](#)

1091.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1092.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[enslaved's solution](#)

1093.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

1094.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[enslaved's solution](#)

1095.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1096.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[enslaved's solution](#)

1097.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1098.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[enslaved's solution](#)

1099.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[enslaved's solution](#)

1100.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[enslaved's solution](#)

1101.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

1102.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

1103.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

1104.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1105.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1106.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[enslaved's solution](#)

1107.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1108.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths
[enslaved's solution](#)

1109.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

1110.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1111.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1112.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

1113.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1114.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1115.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

1116.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[enslaved's solution](#)

1117.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[enslaved's solution](#)

1118.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

[enslaved's solution](#)

1119.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[enslaved's solution](#)

1120.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1121.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1122.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

1123.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1124.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[enslaved's solution](#)

1125.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[enslaved's solution](#)

1126.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1127.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1128.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[enslaved's solution](#)

1129.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1130.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1131.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1132.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1133.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math,

ternary search

[enslaved's solution](#)

1134.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[enslaved's solution](#)

1135.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[enslaved's solution](#)

1136.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[enslaved's solution](#)

1137.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[enslaved's solution](#)

1138.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[enslaved's solution](#)

1139.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

1140.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1141.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

1142.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[enslaved's solution](#)

1143.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1144.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1145.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[enslaved's solution](#)

1146.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[enslaved's solution](#)

1147.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[enslaved's solution](#)

1148.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[enslaved's solution](#)

1149.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1150.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[enslaved's solution](#)

1151.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[enslaved's solution](#)

1152.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[enslaved's solution](#)

1153.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[enslaved's solution](#)

1154.

2210C1

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

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[enslaved's solution](#)

1155.

2202B

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

Quality: 11,158 global accepts · Rating: 1200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

1156.

2196A

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

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[enslaved's solution](#)

1157.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

1158.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[enslaved's solution](#)

1159.

2182C

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

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[enslaved's solution](#)

1160.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

1161.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

1162.

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[enslaved's solution](#)

1163.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

1164.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1165.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[enslaved's solution](#)

1166.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[enslaved's solution](#)

1167.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1200 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[enslaved's solution](#)

1168.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[enslaved's solution](#)

1169.

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1170.

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[enslaved's solution](#)

1171.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[enslaved's solution](#)

1172.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[enslaved's solution](#)

1173.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1174.

2126D

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

Quality: 24,020 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[enslaved's solution](#)

1175.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[enslaved's solution](#)

1176.

2123D

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

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[enslaved's solution](#)

1177.

2121C

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

Quality: 21,753 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1178.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1179.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

1180.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[enslaved's solution](#)

1181.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

1182.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

1183.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[enslaved's solution](#)

1184.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

1185.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1186.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[enslaved's solution](#)

1187.

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

1188.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[enslaved's solution](#)

1189.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1190.

2091D

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

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[enslaved's solution](#)

1191.

2085B

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

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

1192.

2072C

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

Quality: 19,578 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[enslaved's solution](#)

1193.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[enslaved's solution](#)

1194.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings
[enslaved's solution](#)

1195.

2065D

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

Quality: 20,632 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1196.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

1197.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[enslaved's solution](#)

1198.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[enslaved's solution](#)

1199.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,928 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[enslaved's solution](#)

1200.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[enslaved's solution](#)

1201.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1202.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[enslaved's solution](#)

1203.

2050C

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

Quality: 25,012 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[enslaved's solution](#)

1204.

2046A

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

Quality: 16,816 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1205.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[enslaved's solution](#)

1206.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[enslaved's solution](#)

1207.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

1208.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

1209.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[enslaved's solution](#)

1210.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[enslaved's solution](#)

1211.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[enslaved's solution](#)

1212.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[enslaved's solution](#)

1213.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[enslaved's solution](#)

1214.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1215.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

1216.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[enslaved's solution](#)

1217.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

1218.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[enslaved's solution](#)

1219.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[enslaved's solution](#)

1220.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[enslaved's solution](#)

1221.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[enslaved's solution](#)

1222.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[enslaved's solution](#)

1223.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[enslaved's solution](#)

1224.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

1225.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1226.

1951B

[Battle Cows](#) · [Tutorial](#)

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

1227.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[enslaved's solution](#)

1228.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[enslaved's solution](#)

1229.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1230.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[enslaved's solution](#)

1231.

1933D

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

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[enslaved's solution](#)

1232.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[enslaved's solution](#)

1233.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[enslaved's solution](#)

1234.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[enslaved's solution](#)

1235.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[enslaved's solution](#)

1236.

1916C

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

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

[enslaved's solution](#)

1237.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[enslaved's solution](#)

1238.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[enslaved's solution](#)

1239.

1907C

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

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[enslaved's solution](#)

1240.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[enslaved's solution](#)

1241.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

1242.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1243.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[enslaved's solution](#)

1244.

1874A

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

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

[enslaved's solution](#)

1245.

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

1246.

1872D

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

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1247.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[enslaved's solution](#)

1248.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[enslaved's solution](#)

1249.

1857C

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

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1250.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[enslaved's solution](#)

1251.

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[enslaved's solution](#)

1252.

1846D

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

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math
[enslaved's solution](#)

1253.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[enslaved's solution](#)

1254.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[enslaved's solution](#)

1255.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings
[enslaved's solution](#)

1256.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1257.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[enslaved's solution](#)

1258.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[enslaved's solution](#)

1259.

1006C

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

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
[enslaved's solution](#)

1260.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1261.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[enslaved's solution](#)

1262.

1822D

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

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1263.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1264.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1265.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1266.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

1267.

1011B

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

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[enslaved's solution](#)

1268.

1808B

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

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[enslaved's solution](#)

1269.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1270.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[enslaved's solution](#)

1271.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

1272.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings
[enslaved's solution](#)

1273.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[enslaved's solution](#)

1274.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1275.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,153 global accepts · Rating: 1200 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation
[enslaved's solution](#)

1276.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[enslaved's solution](#)

1277.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

1278.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1279.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[enslaved's solution](#)

1280.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1281.

1075B

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

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[enslaved's solution](#)

1282.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1283.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[enslaved's solution](#)

1284.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

1285.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

1286.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1287.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1288.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1289.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[enslaved's solution](#)

1290.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: games
[enslaved's solution](#)

1291.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1292.

1097B

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

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[enslaved's solution](#)

1293.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[enslaved's solution](#)

1294.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[enslaved's solution](#)

1295.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[enslaved's solution](#)

1296.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

1297.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

1298.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[enslaved's solution](#)

1299.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1300.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[enslaved's solution](#)

1301.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1302.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

1303.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

1304.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

1305.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1306.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[enslaved's solution](#)

1307.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1308.

1150C

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

Rating: 1200 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

1309.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[enslaved's solution](#)

1310.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[enslaved's solution](#)

1311.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1312.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

1313.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

1314.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

1315.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1316.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[enslaved's solution](#)

1317.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1318.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1319.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

1320.

1206C

[Almost Equal](#) · [Tutorial](#)

Quality: 1200 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1321.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

1322.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[enslaved's solution](#)

1323.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1324.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1325.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1326.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

1327.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

1328.

1729D

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

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[enslaved's solution](#)

1329.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[enslaved's solution](#)

1330.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[enslaved's solution](#)

1331.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

1332.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[enslaved's solution](#)

1333.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1334.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1335.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[enslaved's solution](#)

1336.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[enslaved's solution](#)

1337.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1338.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

1339.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, sortings

[enslaved's solution](#)

1340.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1341.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[enslaved's solution](#)

1342.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

1343.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1344.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[enslaved's solution](#)

1345.

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[enslaved's solution](#)

1346.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[enslaved's solution](#)

1347.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

1348.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[enslaved's solution](#)

1349.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

1350.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1351.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory, sortings

[enslaved's solution](#)

1352.

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 1300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

1353.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[enslaved's solution](#)

1354.

2211C1

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

Quality: 9,128 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

[enslaved's solution](#)

1355.

2208C

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

Quality: 11,115 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

1356.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1357.

2201A1

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

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[enslaved's solution](#)

1358.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[enslaved's solution](#)

1359.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[enslaved's solution](#)

1360.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,904 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[enslaved's solution](#)

1361.

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1362.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[enslaved's solution](#)

1363.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[enslaved's solution](#)

1364.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[enslaved's solution](#)

1365.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[enslaved's solution](#)

1366.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1367.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1368.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[enslaved's solution](#)

1369.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[enslaved's solution](#)

1370.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1371.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[enslaved's solution](#)

1372.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[enslaved's solution](#)

1373.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings
[enslaved's solution](#)

1374.

2152B

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

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[enslaved's solution](#)

1375.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[enslaved's solution](#)

1376.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms
[enslaved's solution](#)

1377.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[enslaved's solution](#)

1378.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[enslaved's solution](#)

1379.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[enslaved's solution](#)

1380.

2129A

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

Quality: 16,663 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[enslaved's solution](#)

1381.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[enslaved's solution](#)

1382.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[enslaved's solution](#)

1383.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[enslaved's solution](#)

1384.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,215 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

1385.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[enslaved's solution](#)

1386.

2116B

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

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

1387.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[enslaved's solution](#)

1388.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

1389.

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

1390.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[enslaved's solution](#)

1391.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[enslaved's solution](#)

1392.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1393.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

1394.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

1395.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[enslaved's solution](#)

1396.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[enslaved's solution](#)

1397.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[enslaved's solution](#)

1398.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[enslaved's solution](#)

1399.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[enslaved's solution](#)

1400.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[enslaved's solution](#)

1401.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

1402.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[enslaved's solution](#)

1403.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[enslaved's solution](#)

1404.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[enslaved's solution](#)

1405.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[enslaved's solution](#)

1406.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[enslaved's solution](#)

1407.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math
[enslaved's solution](#)

1408.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[enslaved's solution](#)

1409.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[enslaved's solution](#)

1410.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[enslaved's solution](#)

1411.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1412.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[enslaved's solution](#)

1413.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

1414.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[enslaved's solution](#)

1415.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[enslaved's solution](#)

1416.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[enslaved's solution](#)

1417.

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1418.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[enslaved's solution](#)

1419.

1973B

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

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[enslaved's solution](#)

1420.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[enslaved's solution](#)

1421.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,507 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

1422.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[enslaved's solution](#)

1423.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

1424.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[enslaved's solution](#)

1425.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 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
[enslaved's solution](#)

1426.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

1427.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[enslaved's solution](#)

1428.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[enslaved's solution](#)

1429.

1927D

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

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[enslaved's solution](#)

1430.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

1431.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[enslaved's solution](#)

1432.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force,

greedy

[enslaved's solution](#)

1433.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

1434.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

1435.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

1436.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[enslaved's solution](#)

1437.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1438.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1439.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[enslaved's solution](#)

1440.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[enslaved's solution](#)

1441.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[enslaved's solution](#)

1442.

1870C

[Colorful Table](#) · [Tutorial](#)

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

[enslaved's solution](#)

1443.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[enslaved's solution](#)

1444.

1868A

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

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

[enslaved's solution](#)

1445.

1864C

[Divisor Chain](#) · [Tutorial](#)

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

[enslaved's solution](#)

1446.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[enslaved's solution](#)

1447.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees

[enslaved's solution](#)

1448.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

1449.

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[enslaved's solution](#)

1450.

1844C

[Particles](#) · [Tutorial](#)

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

[enslaved's solution](#)

1451.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

1452.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

1453.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1454.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[enslaved's solution](#)

1455.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1456.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[enslaved's solution](#)

1457.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[enslaved's solution](#)

1458.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[enslaved's solution](#)

1459.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math
[enslaved's solution](#)

1460.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

1461.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

1462.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings
[enslaved's solution](#)

1463.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

1464.

1815A

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

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

[enslaved's solution](#)

1465.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[enslaved's solution](#)

1466.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

1467.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[enslaved's solution](#)

1468.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

1469.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[enslaved's solution](#)

1470.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1471.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1472.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

1473.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[enslaved's solution](#)

1474.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1475.

1058C

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

Rating: 1300 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

1476.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1477.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[enslaved's solution](#)

1478.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1479.

1788C

[Matching Numbers](#) · [Tutorial](#)

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

1480.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation
[enslaved's solution](#)

1481.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[enslaved's solution](#)

1482.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[enslaved's solution](#)

1483.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

1484.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1485.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1486.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[enslaved's solution](#)

1487.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[enslaved's solution](#)

1488.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1489.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, strings

[enslaved's solution](#)

1490.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

1491.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1492.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[enslaved's solution](#)

1493.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1494.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[enslaved's solution](#)

1495.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

1496.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[enslaved's solution](#)

1497.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[enslaved's solution](#)

1498.

1155C

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

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1499.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[enslaved's solution](#)

1500.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1501.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,638 global accepts · Rating: 1300 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1502.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1503.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

1504.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[enslaved's solution](#)

1505.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[enslaved's solution](#)

1506.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation,

strings

[enslaved's solution](#)

1507.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, strings
[enslaved's solution](#)

1508.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[enslaved's solution](#)

1509.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

1510.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1511.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[enslaved's solution](#)

1512.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[enslaved's solution](#)

1513.

1741D

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

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[enslaved's solution](#)

1514.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[enslaved's solution](#)

1515.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[enslaved's solution](#)

1516.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,263 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1517.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[enslaved's solution](#)

1518.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[enslaved's solution](#)

1519.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[enslaved's solution](#)

1520.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[enslaved's solution](#)

1521.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1522.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1523.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[enslaved's solution](#)

1524.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1525.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[enslaved's solution](#)

1526.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[enslaved's solution](#)

1527.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[enslaved's solution](#)

1528.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1529.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

1530.

1249B2

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

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[enslaved's solution](#)

1531.

1247B2

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

Rating: 1300 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[enslaved's solution](#)

1532.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

1533.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[enslaved's solution](#)

1534.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[enslaved's solution](#)

1535.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1536.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[enslaved's solution](#)

1537.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[enslaved's solution](#)

1538.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,288 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

1539.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs
[enslaved's solution](#)

1540.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1541.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[enslaved's solution](#)

1542.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[enslaved's solution](#)

1543.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[enslaved's solution](#)

1544.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[enslaved's solution](#)

1545.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1546.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[enslaved's solution](#)

1547.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[enslaved's solution](#)

1548.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1549.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1550.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

1551.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[enslaved's solution](#)

1552.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[enslaved's solution](#)

1553.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[enslaved's solution](#)

1554.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[enslaved's solution](#)

1555.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,661 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[enslaved's solution](#)

1556.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[enslaved's solution](#)

1557.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[enslaved's solution](#)

1558.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[enslaved's solution](#)

1559.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[enslaved's solution](#)

1560.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[enslaved's solution](#)

1561.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

1562.

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[enslaved's solution](#)

1563.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[enslaved's solution](#)

1564.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[enslaved's solution](#)

1565.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

1566.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[enslaved's solution](#)

1567.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[enslaved's solution](#)

1568.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[enslaved's solution](#)

1569.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

1570.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[enslaved's solution](#)

1571.

2132C2

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

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[enslaved's solution](#)

1572.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

1573.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[enslaved's solution](#)

1574.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[enslaved's solution](#)

1575.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,026 global accepts · Rating: 1400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[enslaved's solution](#)

1576.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[enslaved's solution](#)

1577.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[enslaved's solution](#)

1578.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[enslaved's solution](#)

1579.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[enslaved's solution](#)

1580.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[enslaved's solution](#)

1581.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1582.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[enslaved's solution](#)

1583.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

1584.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,063 global accepts · Rating: 1400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[enslaved's solution](#)

1585.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

1586.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

1587.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, trees

[enslaved's solution](#)

1588.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[enslaved's solution](#)

1589.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[enslaved's solution](#)

1590.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[enslaved's solution](#)

1591.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[enslaved's solution](#)

1592.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[enslaved's solution](#)

1593.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,067 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[enslaved's solution](#)

1594.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[enslaved's solution](#)

1595.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[enslaved's solution](#)

1596.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,221 global accepts · Rating: 1400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

1597.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[enslaved's solution](#)

1598.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[enslaved's solution](#)

1599.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[enslaved's solution](#)

1600.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[enslaved's solution](#)

1601.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[enslaved's solution](#)

1602.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[enslaved's solution](#)

1603.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[enslaved's solution](#)

1604.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[enslaved's solution](#)

1605.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[enslaved's solution](#)

1606.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[enslaved's solution](#)

1607.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[enslaved's solution](#)

1608.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[enslaved's solution](#)

1609.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[enslaved's solution](#)

1610.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[enslaved's solution](#)

1611.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[enslaved's solution](#)

1612.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[enslaved's solution](#)

1613.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1614.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[enslaved's solution](#)

1615.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1616.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[enslaved's solution](#)

1617.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[enslaved's solution](#)

1618.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[enslaved's solution](#)

1619.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[enslaved's solution](#)

1620.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games
[enslaved's solution](#)

1621.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

1622.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[enslaved's solution](#)

1623.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[enslaved's solution](#)

1624.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,581 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[enslaved's solution](#)

1625.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[enslaved's solution](#)

1626.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1627.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1628.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[enslaved's solution](#)

1629.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, games, greedy, math

[enslaved's solution](#)

1630.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[enslaved's solution](#)

1631.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[enslaved's solution](#)

1632.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[enslaved's solution](#)

1633.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[enslaved's solution](#)

1634.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[enslaved's solution](#)

1635.

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[enslaved's solution](#)

1636.

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[enslaved's solution](#)

1637.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

1638.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[enslaved's solution](#)

1639.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[enslaved's solution](#)

1640.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1641.

1896C

[Matching Arrays](#) · [Tutorial](#)

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

1642.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

1643.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[enslaved's solution](#)

1644.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[enslaved's solution](#)

1645.

1888C

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

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[enslaved's solution](#)

1646.

1887A1

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

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[enslaved's solution](#)

1647.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[enslaved's solution](#)

1648.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,970 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[enslaved's solution](#)

1649.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[enslaved's solution](#)

1650.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1651.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy
[enslaved's solution](#)

1652.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1653.

1844D

[Row Major](#) · [Tutorial](#)

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

1654.

1847C

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

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

1655.

1845C

[Strong Password](#) · [Tutorial](#)

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

1656.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

1657.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[enslaved's solution](#)

1658.

1838C

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

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

1659.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1660.

1830A

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

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

1661.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1662.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1663.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[enslaved's solution](#)

1664.

1824A

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

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

1665.

1805C

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

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

1666.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[enslaved's solution](#)

1667.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1668.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1669.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[enslaved's solution](#)

1670.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[enslaved's solution](#)

1671.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

1672.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[enslaved's solution](#)

1673.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1674.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1675.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[enslaved's solution](#)

1676.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1677.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

1678.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[enslaved's solution](#)

1679.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1680.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[enslaved's solution](#)

1681.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1682.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1683.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu
[enslaved's solution](#)

1684.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[enslaved's solution](#)

1685.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[enslaved's solution](#)

1686.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

1687.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[enslaved's solution](#)

1688.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[enslaved's solution](#)

1689.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1690.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[enslaved's solution](#)

1691.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[enslaved's solution](#)

1692.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

1693.

1167C

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

Quality: 26,014 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[enslaved's solution](#)

1694.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,473 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, interactive, math
[enslaved's solution](#)

1695.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[enslaved's solution](#)

1696.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1697.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[enslaved's solution](#)

1698.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math
[enslaved's solution](#)

1699.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[enslaved's solution](#)

1700.

1191C

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

Rating: 1400 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

1701.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

1702.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

1703.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[enslaved's solution](#)

1704.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1705.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[enslaved's solution](#)

1706.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

1707.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

1708.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 1400 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation
[enslaved's solution](#)

1709.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

1710.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

1711.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[enslaved's solution](#)

1712.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

1713.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

1714.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1715.

1721C

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

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[enslaved's solution](#)

1716.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[enslaved's solution](#)

1717.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1718.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

1719.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[enslaved's solution](#)

1720.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[enslaved's solution](#)

1721.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[enslaved's solution](#)

1722.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

1723.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[enslaved's solution](#)

1724.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[enslaved's solution](#)

1725.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

1726.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

1727.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1728.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[enslaved's solution](#)

1729.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[enslaved's solution](#)

1730.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[enslaved's solution](#)

1731.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[enslaved's solution](#)

1732.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[enslaved's solution](#)

1733.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

1734.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

1735.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[enslaved's solution](#)

1736.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[enslaved's solution](#)

1737.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

1738.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[enslaved's solution](#)

1739.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

1740.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[enslaved's solution](#)

1741.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1742.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[enslaved's solution](#)

1743.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[enslaved's solution](#)

1744.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[enslaved's solution](#)

1745.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1746.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[enslaved's solution](#)

1747.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,560 global accepts · Rating: 1500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

1748.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 1500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[enslaved's solution](#)

1749.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[enslaved's solution](#)

1750.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[enslaved's solution](#)

1751.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[enslaved's solution](#)

1752.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[enslaved's solution](#)

1753.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[enslaved's solution](#)

1754.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

1755.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[enslaved's solution](#)

1756.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[enslaved's solution](#)

1757.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[enslaved's solution](#)

1758.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[enslaved's solution](#)

1759.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

1760.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[enslaved's solution](#)

1761.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[enslaved's solution](#)

1762.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

1763.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[enslaved's solution](#)

1764.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[enslaved's solution](#)

1765.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

1766.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[enslaved's solution](#)

1767.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[enslaved's solution](#)

1768.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[enslaved's solution](#)

1769.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[enslaved's solution](#)

1770.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

1771.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[enslaved's solution](#)

1772.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[enslaved's solution](#)

1773.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[enslaved's solution](#)

1774.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[enslaved's solution](#)

1775.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

1776.

2070C

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

Quality: 13,828 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[enslaved's solution](#)

1777.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[enslaved's solution](#)

1778.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[enslaved's solution](#)

1779.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[enslaved's solution](#)

1780.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[enslaved's solution](#)

1781.

2057C

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

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

[enslaved's solution](#)

1782.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[enslaved's solution](#)

1783.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[enslaved's solution](#)

1784.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[enslaved's solution](#)

1785.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[enslaved's solution](#)

1786.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[enslaved's solution](#)

1787.

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[enslaved's solution](#)

1788.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1789.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

1790.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[enslaved's solution](#)

1791.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[enslaved's solution](#)

1792.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[enslaved's solution](#)

1793.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp,

greedy, trees

[enslaved's solution](#)

1794.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[enslaved's solution](#)

1795.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

1796.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[enslaved's solution](#)

1797.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[enslaved's solution](#)

1798.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[enslaved's solution](#)

1799.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[enslaved's solution](#)

1800.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[enslaved's solution](#)

1801.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[enslaved's solution](#)

1802.

1924A

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

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

[enslaved's solution](#)

1803.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[enslaved's solution](#)

1804.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1805.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[enslaved's solution](#)

1806.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

1807.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

1808.

1876B

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

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

[enslaved's solution](#)

1809.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

1810.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1811.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[enslaved's solution](#)

1812.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[enslaved's solution](#)

1813.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[enslaved's solution](#)

1814.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[enslaved's solution](#)

1815.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[enslaved's solution](#)

1816.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

1817.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1818.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[enslaved's solution](#)

1819.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

1820.

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[enslaved's solution](#)

1821.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[enslaved's solution](#)

1822.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[enslaved's solution](#)

1823.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

1824.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

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

1825.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, sortings
[enslaved's solution](#)

1826.

1804C

[Pull Your Luck](#) · [Tutorial](#)

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

1827.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
[enslaved's solution](#)

1828.

1789C

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

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

1829.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
[enslaved's solution](#)

1830.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[enslaved's solution](#)

1831.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[enslaved's solution](#)

1832.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

1833.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

1834.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1835.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[enslaved's solution](#)

1836.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[enslaved's solution](#)

1837.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

1838.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

1839.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[enslaved's solution](#)

1840.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

1841.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

1842.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

1843.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

1844.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[enslaved's solution](#)

1845.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1846.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[enslaved's solution](#)

1847.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

1848.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[enslaved's solution](#)

1849.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1850.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

1851.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1852.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1853.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[enslaved's solution](#)

1854.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

1855.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

1856.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[enslaved's solution](#)

1857.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[enslaved's solution](#)

1858.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[enslaved's solution](#)

1859.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[enslaved's solution](#)

1860.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[enslaved's solution](#)

1861.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings
[enslaved's solution](#)

1862.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

1863.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[enslaved's solution](#)

1864.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1865.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Quality: 1500 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

1866.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1867.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,037 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[enslaved's solution](#)

1868.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[enslaved's solution](#)

1869.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[enslaved's solution](#)

1870.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[enslaved's solution](#)

1871.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1872.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1873.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1874.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[enslaved's solution](#)

1875.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[enslaved's solution](#)

1876.

1744E1

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

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

1877.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

1878.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

1879.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

1880.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

1881.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[enslaved's solution](#)

1882.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[enslaved's solution](#)

1883.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1884.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[enslaved's solution](#)

1885.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1886.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[enslaved's solution](#)

1887.

1738C

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

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[enslaved's solution](#)

1888.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[enslaved's solution](#)

1889.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

1890.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

1891.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1892.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1893.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

1894.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

1895.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[enslaved's solution](#)

1896.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

1897.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[enslaved's solution](#)

1898.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[enslaved's solution](#)

1899.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[enslaved's solution](#)

1900.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[enslaved's solution](#)

1901.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[enslaved's solution](#)

1902.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

1903.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1904.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[enslaved's solution](#)

1905.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math

[enslaved's solution](#)

1906.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures,

implementation

[enslaved's solution](#)

1907.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

1908.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

1909.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1910.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

1911.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search

[enslaved's solution](#)

1912.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[enslaved's solution](#)

1913.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings

[enslaved's solution](#)

1914.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[enslaved's solution](#)

1915.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[enslaved's solution](#)

1916.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[enslaved's solution](#)

1917.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[enslaved's solution](#)

1918.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[enslaved's solution](#)

1919.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

1920.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[enslaved's solution](#)

1921.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[enslaved's solution](#)

1922.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[enslaved's solution](#)

1923.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[enslaved's solution](#)

1924.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,456 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[enslaved's solution](#)

1925.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[enslaved's solution](#)

1926.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,861 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

1927.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

1928.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,506 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

1929.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[enslaved's solution](#)

1930.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[enslaved's solution](#)

1931.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[enslaved's solution](#)

1932.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[enslaved's solution](#)

1933.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[enslaved's solution](#)

1934.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

1935.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[enslaved's solution](#)

1936.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[enslaved's solution](#)

1937.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[enslaved's solution](#)

1938.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[enslaved's solution](#)

1939.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[enslaved's solution](#)

1940.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[enslaved's solution](#)

1941.

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[enslaved's solution](#)

1942.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

1943.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[enslaved's solution](#)

1944.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

1945.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[enslaved's solution](#)

1946.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[enslaved's solution](#)

1947.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[enslaved's solution](#)

1948.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[enslaved's solution](#)

1949.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[enslaved's solution](#)

1950.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

1951.

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[enslaved's solution](#)

1952.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[enslaved's solution](#)

1953.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

1954.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities
[enslaved's solution](#)

1955.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[enslaved's solution](#)

1956.

2065E

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

Quality: 11,976 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[enslaved's solution](#)

1957.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[enslaved's solution](#)

1958.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[enslaved's solution](#)

1959.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[enslaved's solution](#)

1960.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[enslaved's solution](#)

1961.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

1962.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[enslaved's solution](#)

1963.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[enslaved's solution](#)

1964.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[enslaved's solution](#)

1965.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[enslaved's solution](#)

1966.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[enslaved's solution](#)

1967.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[enslaved's solution](#)

1968.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[enslaved's solution](#)

1969.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[enslaved's solution](#)

1970.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[enslaved's solution](#)

1971.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[enslaved's solution](#)

1972.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[enslaved's solution](#)

1973.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[enslaved's solution](#)

1974.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[enslaved's solution](#)

1975.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[enslaved's solution](#)

1976.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

1977.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[enslaved's solution](#)

1978.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[enslaved's solution](#)

1979.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[enslaved's solution](#)

1980.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

1981.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

1982.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

1983.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[enslaved's solution](#)

1984.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

1985.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[enslaved's solution](#)

1986.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[enslaved's solution](#)

1987.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

1988.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math
[enslaved's solution](#)

1989.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

1990.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[enslaved's solution](#)

1991.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[enslaved's solution](#)

1992.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory
[enslaved's solution](#)

1993.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[enslaved's solution](#)

1994.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[enslaved's solution](#)

1995.

1875D

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

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

1996.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[enslaved's solution](#)

1997.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[enslaved's solution](#)

1998.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[enslaved's solution](#)

1999.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[enslaved's solution](#)

2000.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[enslaved's solution](#)

2001.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[enslaved's solution](#)

2002.

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[enslaved's solution](#)

2003.

1840E

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

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[enslaved's solution](#)

2004.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2005.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[enslaved's solution](#)

2006.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[enslaved's solution](#)

2007.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[enslaved's solution](#)

2008.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[enslaved's solution](#)

2009.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

2010.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

2011.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[enslaved's solution](#)

2012.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[enslaved's solution](#)

2013.

1798D

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

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

[enslaved's solution](#)

2014.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[enslaved's solution](#)

2015.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2016.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

2017.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2018.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[enslaved's solution](#)

2019.

1801A

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

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

[enslaved's solution](#)

2020.

1796C

[Maximum Set](#) · [Tutorial](#)

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

[enslaved's solution](#)

2021.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[enslaved's solution](#)

2022.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[enslaved's solution](#)

2023.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

2024.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[enslaved's solution](#)

2025.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

2026.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

2027.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games

[enslaved's solution](#)

2028.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2029.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[enslaved's solution](#)

2030.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

2031.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[enslaved's solution](#)

2032.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[enslaved's solution](#)

2033.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

2034.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

2035.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[enslaved's solution](#)

2036.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[enslaved's solution](#)

2037.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[enslaved's solution](#)

2038.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

2039.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

2040.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

2041.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

2042.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

2043.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry
[enslaved's solution](#)

2044.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[enslaved's solution](#)

2045.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[enslaved's solution](#)

2046.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

2047.

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

2048.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[enslaved's solution](#)

2049.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[enslaved's solution](#)

2050.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[enslaved's solution](#)

2051.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[enslaved's solution](#)

2052.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[enslaved's solution](#)

2053.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[enslaved's solution](#)

2054.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

2055.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[enslaved's solution](#)

2056.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[enslaved's solution](#)

2057.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

2058.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[enslaved's solution](#)

2059.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

2060.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, two pointers

[enslaved's solution](#)

2061.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[enslaved's solution](#)

2062.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[enslaved's solution](#)

2063.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

2064.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: trees

[enslaved's solution](#)

2065.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[enslaved's solution](#)

2066.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

2067.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[enslaved's solution](#)

2068.

1741E

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

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

2069.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

2070.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[enslaved's solution](#)

2071.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[enslaved's solution](#)

2072.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

2073.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,595 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[enslaved's solution](#)

2074.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[enslaved's solution](#)

2075.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[enslaved's solution](#)

2076.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

2077.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[enslaved's solution](#)

2078.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[enslaved's solution](#)

2079.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

2080.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[enslaved's solution](#)

2081.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2082.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

2083.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2084.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[enslaved's solution](#)

2085.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[enslaved's solution](#)

2086.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

2087.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[enslaved's solution](#)

2088.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

2089.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[enslaved's solution](#)

2090.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation

[enslaved's solution](#)

2091.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[enslaved's solution](#)

2092.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[enslaved's solution](#)

2093.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[enslaved's solution](#)

2094.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[enslaved's solution](#)

2095.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[enslaved's solution](#)

2096.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2097.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[enslaved's solution](#)

2098.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[enslaved's solution](#)

2099.

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[enslaved's solution](#)

2100.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

2101.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[enslaved's solution](#)

2102.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

2103.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[enslaved's solution](#)

2104.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[enslaved's solution](#)

2105.

1660E

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

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[enslaved's solution](#)

2106.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers
[enslaved's solution](#)

2107.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[enslaved's solution](#)

2108.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[enslaved's solution](#)

2109.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[enslaved's solution](#)

2110.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[enslaved's solution](#)

2111.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[enslaved's solution](#)

2112.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

2113.

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

2114.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[enslaved's solution](#)

2115.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

2116.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[enslaved's solution](#)

2117.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

2118.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

2119.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[enslaved's solution](#)

2120.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[enslaved's solution](#)

2121.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[enslaved's solution](#)

2122.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[enslaved's solution](#)

2123.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[enslaved's solution](#)

2124.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[enslaved's solution](#)

2125.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[enslaved's solution](#)

2126.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[enslaved's solution](#)

2127.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[enslaved's solution](#)

2128.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[enslaved's solution](#)

2129.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[enslaved's solution](#)

2130.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[enslaved's solution](#)

2131.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[enslaved's solution](#)

2132.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[enslaved's solution](#)

2133.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[enslaved's solution](#)

2134.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[enslaved's solution](#)

2135.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

2136.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[enslaved's solution](#)

2137.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[enslaved's solution](#)

2138.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

2139.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[enslaved's solution](#)

2140.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math,

strings

[enslaved's solution](#)

2141.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[enslaved's solution](#)

2142.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[enslaved's solution](#)

2143.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[enslaved's solution](#)

2144.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[enslaved's solution](#)

2145.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

2146.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[enslaved's solution](#)

2147.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[enslaved's solution](#)

2148.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2149.

2053D

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

Quality: 7,686 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

[enslaved's solution](#)

2150.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[enslaved's solution](#)

2151.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

2152.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[enslaved's solution](#)

2153.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

2154.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[enslaved's solution](#)

2155.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[enslaved's solution](#)

2156.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[enslaved's solution](#)

2157.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[enslaved's solution](#)

2158.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[enslaved's solution](#)

2159.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[enslaved's solution](#)

2160.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[enslaved's solution](#)

2161.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[enslaved's solution](#)

2162.

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[enslaved's solution](#)

2163.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[enslaved's solution](#)

2164.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
[enslaved's solution](#)

2165.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[enslaved's solution](#)

2166.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[enslaved's solution](#)

2167.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[enslaved's solution](#)

2168.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[enslaved's solution](#)

2169.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[enslaved's solution](#)

2170.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[enslaved's solution](#)

2171.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[enslaved's solution](#)

2172.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[enslaved's solution](#)

2173.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[enslaved's solution](#)

2174.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

2175.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[enslaved's solution](#)

2176.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[enslaved's solution](#)

2177.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[enslaved's solution](#)

2178.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[enslaved's solution](#)

2179.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[enslaved's solution](#)

2180.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[enslaved's solution](#)

2181.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[enslaved's solution](#)

2182.

1930C

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

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

[enslaved's solution](#)

2183.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[enslaved's solution](#)

2184.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[enslaved's solution](#)

2185.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

2186.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[enslaved's solution](#)

2187.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[enslaved's solution](#)

2188.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[enslaved's solution](#)

2189.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

2190.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[enslaved's solution](#)

2191.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

2192.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[enslaved's solution](#)

2193.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[enslaved's solution](#)

2194.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[enslaved's solution](#)

2195.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[enslaved's solution](#)

2196.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[enslaved's solution](#)

2197.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[enslaved's solution](#)

2198.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[enslaved's solution](#)

2199.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[enslaved's solution](#)

2200.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[enslaved's solution](#)

2201.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

2202.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[enslaved's solution](#)

2203.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

2204.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[enslaved's solution](#)

2205.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

2206.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[enslaved's solution](#)

2207.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[enslaved's solution](#)

2208.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[enslaved's solution](#)

2209.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[enslaved's solution](#)

2210.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[enslaved's solution](#)

2211.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[enslaved's solution](#)

2212.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

2213.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

2214.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[enslaved's solution](#)

2215.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2216.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

2217.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[enslaved's solution](#)

2218.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[enslaved's solution](#)

2219.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[enslaved's solution](#)

2220.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

2221.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[enslaved's solution](#)

2222.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

2223.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

2224.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

2225.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[enslaved's solution](#)

2226.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[enslaved's solution](#)

2227.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[enslaved's solution](#)

2228.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[enslaved's solution](#)

2229.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1700 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[enslaved's solution](#)

2230.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[enslaved's solution](#)

2231.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[enslaved's solution](#)

2232.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[enslaved's solution](#)

2233.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[enslaved's solution](#)

2234.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, interactive, sortings

[enslaved's solution](#)

2235.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[enslaved's solution](#)

2236.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

2237.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[enslaved's solution](#)

2238.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[enslaved's solution](#)

2239.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

2240.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dp, two pointers

[enslaved's solution](#)

2241.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[enslaved's solution](#)

2242.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings

[enslaved's solution](#)

2243.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: games

[enslaved's solution](#)

2244.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, divide and conquer, math

[enslaved's solution](#)

2245.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

2246.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[enslaved's solution](#)

2247.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[enslaved's solution](#)

2248.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2249.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[enslaved's solution](#)

2250.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2251.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2252.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu

[enslaved's solution](#)

2253.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

2254.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2255.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[enslaved's solution](#)

2256.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[enslaved's solution](#)

2257.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[enslaved's solution](#)

2258.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[enslaved's solution](#)

2259.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

2260.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive

[enslaved's solution](#)

2261.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[enslaved's solution](#)

2262.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,087 global accepts · Rating: 1700 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2263.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[enslaved's solution](#)

2264.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[enslaved's solution](#)

2265.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[enslaved's solution](#)

2266.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[enslaved's solution](#)

2267.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

2268.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[enslaved's solution](#)

2269.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[enslaved's solution](#)

2270.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[enslaved's solution](#)

2271.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, shortest paths

[enslaved's solution](#)

2272.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[enslaved's solution](#)

2273.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[enslaved's solution](#)

2274.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[enslaved's solution](#)

2275.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[enslaved's solution](#)

2276.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force

[enslaved's solution](#)

2277.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[enslaved's solution](#)

2278.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

2279.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[enslaved's solution](#)

2280.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[enslaved's solution](#)

2281.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[enslaved's solution](#)

2282.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[enslaved's solution](#)

2283.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

2284.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, shortest paths

[enslaved's solution](#)

2285.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2286.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[enslaved's solution](#)

2287.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[enslaved's solution](#)

2288.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[enslaved's solution](#)

2289.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

2290.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2291.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[enslaved's solution](#)

2292.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

2293.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

2294.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[enslaved's solution](#)

2295.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

2296.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[enslaved's solution](#)

2297.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[enslaved's solution](#)

2298.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[enslaved's solution](#)

2299.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[enslaved's solution](#)

2300.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[enslaved's solution](#)

2301.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

2302.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

2303.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[enslaved's solution](#)

2304.

1321D

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

Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[enslaved's solution](#)

2305.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

2306.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[enslaved's solution](#)

2307.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[enslaved's solution](#)

2308.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[enslaved's solution](#)

2309.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[enslaved's solution](#)

2310.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[enslaved's solution](#)

2311.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[enslaved's solution](#)

2312.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[enslaved's solution](#)

2313.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[enslaved's solution](#)

2314.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy
[enslaved's solution](#)

2315.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[enslaved's solution](#)

2316.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[enslaved's solution](#)

2317.

1684D

[Traps](#) · [Tutorial](#)

Quality: 17,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[enslaved's solution](#)

2318.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[enslaved's solution](#)

2319.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
[enslaved's solution](#)

2320.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[enslaved's solution](#)

2321.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[enslaved's solution](#)

2322.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings
[enslaved's solution](#)

2323.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[enslaved's solution](#)

2324.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[enslaved's solution](#)

2325.

2211C2

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

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[enslaved's solution](#)

2326.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

2327.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[enslaved's solution](#)

2328.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[enslaved's solution](#)

2329.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
[enslaved's solution](#)

2330.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[enslaved's solution](#)

2331.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[enslaved's solution](#)

2332.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[enslaved's solution](#)

2333.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,312 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[enslaved's solution](#)

2334.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,774 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[enslaved's solution](#)

2335.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[enslaved's solution](#)

2336.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[enslaved's solution](#)

2337.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[enslaved's solution](#)

2338.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

2339.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[enslaved's solution](#)

2340.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

2341.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[enslaved's solution](#)

2342.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[enslaved's solution](#)

2343.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[enslaved's solution](#)

2344.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[enslaved's solution](#)

2345.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

2346.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[enslaved's solution](#)

2347.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[enslaved's solution](#)

2348.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

2349.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,128 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[enslaved's solution](#)

2350.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[enslaved's solution](#)

2351.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

2352.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[enslaved's solution](#)

2353.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[enslaved's solution](#)

2354.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

2355.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[enslaved's solution](#)

2356.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[enslaved's solution](#)

2357.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[enslaved's solution](#)

2358.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[enslaved's solution](#)

2359.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[enslaved's solution](#)

2360.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[enslaved's solution](#)

2361.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[enslaved's solution](#)

2362.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[enslaved's solution](#)

2363.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,539 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[enslaved's solution](#)

2364.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[enslaved's solution](#)

2365.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[enslaved's solution](#)

2366.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[enslaved's solution](#)

2367.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[enslaved's solution](#)

2368.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2369.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[enslaved's solution](#)

2370.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[enslaved's solution](#)

2371.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[enslaved's solution](#)

2372.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

2373.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[enslaved's solution](#)

2374.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

2375.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[enslaved's solution](#)

2376.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[enslaved's solution](#)

2377.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[enslaved's solution](#)

2378.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[enslaved's solution](#)

2379.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[enslaved's solution](#)

2380.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[enslaved's solution](#)

2381.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[enslaved's solution](#)

2382.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[enslaved's solution](#)

2383.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[enslaved's solution](#)

2384.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

2385.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[enslaved's solution](#)

2386.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[enslaved's solution](#)

2387.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[enslaved's solution](#)

2388.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[enslaved's solution](#)

2389.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[enslaved's solution](#)

2390.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[enslaved's solution](#)

2391.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[enslaved's solution](#)

2392.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[enslaved's solution](#)

2393.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[enslaved's solution](#)

2394.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[enslaved's solution](#)

2395.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[enslaved's solution](#)

2396.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[enslaved's solution](#)

2397.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[enslaved's solution](#)

2398.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[enslaved's solution](#)

2399.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[enslaved's solution](#)

2400.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[enslaved's solution](#)

2401.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

2402.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

2403.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[enslaved's solution](#)

2404.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,538 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[enslaved's solution](#)

2405.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

2406.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[enslaved's solution](#)

2407.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[enslaved's solution](#)

2408.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

2409.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[enslaved's solution](#)

2410.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[enslaved's solution](#)

2411.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[enslaved's solution](#)

2412.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

2413.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[enslaved's solution](#)

2414.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[enslaved's solution](#)

2415.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[enslaved's solution](#)

2416.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[enslaved's solution](#)

2417.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[enslaved's solution](#)

2418.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[enslaved's solution](#)

2419.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[enslaved's solution](#)

2420.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[enslaved's solution](#)

2421.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[enslaved's solution](#)

2422.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[enslaved's solution](#)

2423.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[enslaved's solution](#)

2424.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math
[enslaved's solution](#)

2425.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[enslaved's solution](#)

2426.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

2427.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

2428.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[enslaved's solution](#)

2429.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers
[enslaved's solution](#)

2430.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[enslaved's solution](#)

2431.

1058D

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

Rating: 1800 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[enslaved's solution](#)

2432.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[enslaved's solution](#)

2433.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[enslaved's solution](#)

2434.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[enslaved's solution](#)

2435.

1068E

[Multihedgehog](#) · [Tutorial](#)

Quality: 1800 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[enslaved's solution](#)

2436.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[enslaved's solution](#)

2437.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[enslaved's solution](#)

2438.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

2439.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[enslaved's solution](#)

2440.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, math

[enslaved's solution](#)

2441.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[enslaved's solution](#)

2442.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[enslaved's solution](#)

2443.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[enslaved's solution](#)

2444.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[enslaved's solution](#)

2445.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[enslaved's solution](#)

2446.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[enslaved's solution](#)

2447.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

2448.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[enslaved's solution](#)

2449.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math, number theory

[enslaved's solution](#)

2450.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[enslaved's solution](#)

2451.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[enslaved's solution](#)

2452.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2453.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[enslaved's solution](#)

2454.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[enslaved's solution](#)

2455.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[enslaved's solution](#)

2456.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2457.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[enslaved's solution](#)

2458.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[enslaved's solution](#)

2459.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

2460.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[enslaved's solution](#)

2461.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

2462.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[enslaved's solution](#)

2463.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

2464.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[enslaved's solution](#)

2465.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[enslaved's solution](#)

2466.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[enslaved's solution](#)

2467.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

2468.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[enslaved's solution](#)

2469.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

2470.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[enslaved's solution](#)

2471.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[enslaved's solution](#)

2472.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2473.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

2474.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

2475.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[enslaved's solution](#)

2476.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[enslaved's solution](#)

2477.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[enslaved's solution](#)

2478.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

2479.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[enslaved's solution](#)

2480.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[enslaved's solution](#)

2481.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

2482.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[enslaved's solution](#)

2483.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[enslaved's solution](#)

2484.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

2485.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[enslaved's solution](#)

2486.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

2487.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[enslaved's solution](#)

2488.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[enslaved's solution](#)

2489.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[enslaved's solution](#)

2490.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

2491.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[enslaved's solution](#)

2492.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[enslaved's solution](#)

2493.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

2494.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[enslaved's solution](#)

2495.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[enslaved's solution](#)

2496.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[enslaved's solution](#)

2497.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[enslaved's solution](#)

2498.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

2499.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[enslaved's solution](#)

2500.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[enslaved's solution](#)

2501.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[enslaved's solution](#)

2502.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[enslaved's solution](#)

2503.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[enslaved's solution](#)

2504.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[enslaved's solution](#)

2505.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[enslaved's solution](#)

2506.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

2507.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

2508.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[enslaved's solution](#)

2509.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[enslaved's solution](#)

2510.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[enslaved's solution](#)

2511.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[enslaved's solution](#)

2512.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[enslaved's solution](#)

2513.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[enslaved's solution](#)

2514.

2217D

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

Quality: 3,352 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

2515.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[enslaved's solution](#)

2516.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[enslaved's solution](#)

2517.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[enslaved's solution](#)

2518.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[enslaved's solution](#)

2519.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[enslaved's solution](#)

2520.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[enslaved's solution](#)

2521.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[enslaved's solution](#)

2522.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[enslaved's solution](#)

2523.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[enslaved's solution](#)

2524.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[enslaved's solution](#)

2525.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[enslaved's solution](#)

2526.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[enslaved's solution](#)

2527.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[enslaved's solution](#)

2528.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[enslaved's solution](#)

2529.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[enslaved's solution](#)

2530.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[enslaved's solution](#)

2531.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[enslaved's solution](#)

2532.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[enslaved's solution](#)

2533.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

2534.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[enslaved's solution](#)

2535.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[enslaved's solution](#)

2536.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, greedy, math

[enslaved's solution](#)

2537.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[enslaved's solution](#)

2538.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[enslaved's solution](#)

2539.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[enslaved's solution](#)

2540.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[enslaved's solution](#)

2541.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, trees

[enslaved's solution](#)

2542.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[enslaved's solution](#)

2543.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[enslaved's solution](#)

2544.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1900 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[enslaved's solution](#)

2545.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[enslaved's solution](#)

2546.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[enslaved's solution](#)

2547.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[enslaved's solution](#)

2548.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[enslaved's solution](#)

2549.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[enslaved's solution](#)

2550.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[enslaved's solution](#)

2551.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

2552.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[enslaved's solution](#)

2553.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[enslaved's solution](#)

2554.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[enslaved's solution](#)

2555.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[enslaved's solution](#)

2556.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[enslaved's solution](#)

2557.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[enslaved's solution](#)

2558.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[enslaved's solution](#)

2559.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[enslaved's solution](#)

2560.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[enslaved's solution](#)

2561.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

2562.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[enslaved's solution](#)

2563.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[enslaved's solution](#)

2564.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[enslaved's solution](#)

2565.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[enslaved's solution](#)

2566.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[enslaved's solution](#)

2567.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[enslaved's solution](#)

2568.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[enslaved's solution](#)

2569.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[enslaved's solution](#)

2570.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[enslaved's solution](#)

2571.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[enslaved's solution](#)

2572.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[enslaved's solution](#)

2573.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[enslaved's solution](#)

2574.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[enslaved's solution](#)

2575.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[enslaved's solution](#)

2576.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[enslaved's solution](#)

2577.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[enslaved's solution](#)

2578.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[enslaved's solution](#)

2579.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[enslaved's solution](#)

2580.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[enslaved's solution](#)

2581.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
[enslaved's solution](#)

2582.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[enslaved's solution](#)

2583.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[enslaved's solution](#)

2584.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
[enslaved's solution](#)

2585.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[enslaved's solution](#)

2586.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[enslaved's solution](#)

2587.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[enslaved's solution](#)

2588.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[enslaved's solution](#)

2589.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

2590.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[enslaved's solution](#)

2591.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[enslaved's solution](#)

2592.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[enslaved's solution](#)

2593.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[enslaved's solution](#)

2594.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[enslaved's solution](#)

2595.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[enslaved's solution](#)

2596.

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
[enslaved's solution](#)

2597.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[enslaved's solution](#)

2598.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

2599.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[enslaved's solution](#)

2600.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings
[enslaved's solution](#)

2601.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees
[enslaved's solution](#)

2602.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[enslaved's solution](#)

2603.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[enslaved's solution](#)

2604.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[enslaved's solution](#)

2605.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[enslaved's solution](#)

2606.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[enslaved's solution](#)

2607.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[enslaved's solution](#)

2608.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[enslaved's solution](#)

2609.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

2610.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[enslaved's solution](#)

2611.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

2612.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[enslaved's solution](#)

2613.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[enslaved's solution](#)

2614.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[enslaved's solution](#)

2615.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[enslaved's solution](#)

2616.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[enslaved's solution](#)

2617.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[enslaved's solution](#)

2618.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[enslaved's solution](#)

2619.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[enslaved's solution](#)

2620.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[enslaved's solution](#)

2621.

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[enslaved's solution](#)

2622.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,935 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

2623.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[enslaved's solution](#)

2624.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[enslaved's solution](#)

2625.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

2626.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[enslaved's solution](#)

2627.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[enslaved's solution](#)

2628.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[enslaved's solution](#)

2629.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[enslaved's solution](#)

2630.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

2631.

1817B

[Fish Graph](#) · [Tutorial](#)

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

[enslaved's solution](#)

2632.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[enslaved's solution](#)

2633.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[enslaved's solution](#)

2634.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[enslaved's solution](#)

2635.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[enslaved's solution](#)

2636.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures
[enslaved's solution](#)

2637.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[enslaved's solution](#)

2638.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[enslaved's solution](#)

2639.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[enslaved's solution](#)

2640.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

2641.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[enslaved's solution](#)

2642.

1801C

[Music Festival](#) · [Tutorial](#)

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

2643.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[enslaved's solution](#)

2644.

1800F

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

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[enslaved's solution](#)

2645.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

2646.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[enslaved's solution](#)

2647.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[enslaved's solution](#)

2648.

1079D

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[enslaved's solution](#)

2649.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

2650.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[enslaved's solution](#)

2651.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings
[enslaved's solution](#)

2652.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

2653.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[enslaved's solution](#)

2654.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees
[enslaved's solution](#)

2655.

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[enslaved's solution](#)

2656.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

2657.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[enslaved's solution](#)

2658.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[enslaved's solution](#)

2659.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[enslaved's solution](#)

2660.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

2661.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[enslaved's solution](#)

2662.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[enslaved's solution](#)

2663.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

2664.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[enslaved's solution](#)

2665.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[enslaved's solution](#)

2666.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[enslaved's solution](#)

2667.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[enslaved's solution](#)

2668.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[enslaved's solution](#)

2669.

1121D

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
[enslaved's solution](#)

2670.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

2671.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[enslaved's solution](#)

2672.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[enslaved's solution](#)

2673.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[enslaved's solution](#)

2674.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[enslaved's solution](#)

2675.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
[enslaved's solution](#)

2676.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory, strings
[enslaved's solution](#)

2677.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[enslaved's solution](#)

2678.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[enslaved's solution](#)

2679.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[enslaved's solution](#)

2680.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[enslaved's solution](#)

2681.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

2682.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: number theory, strings

[enslaved's solution](#)

2683.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math

[enslaved's solution](#)

2684.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[enslaved's solution](#)

2685.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[enslaved's solution](#)

2686.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[enslaved's solution](#)

2687.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[enslaved's solution](#)

2688.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

2689.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees
[enslaved's solution](#)

2690.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, implementation
[enslaved's solution](#)

2691.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[enslaved's solution](#)

2692.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[enslaved's solution](#)

2693.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

2694.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[enslaved's solution](#)

2695.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[enslaved's solution](#)

2696.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[enslaved's solution](#)

2697.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[enslaved's solution](#)

2698.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[enslaved's solution](#)

2699.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[enslaved's solution](#)

2700.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[enslaved's solution](#)

2701.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[enslaved's solution](#)

2702.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

2703.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[enslaved's solution](#)

2704.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[enslaved's solution](#)

2705.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[enslaved's solution](#)

2706.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[enslaved's solution](#)

2707.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[enslaved's solution](#)

2708.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[enslaved's solution](#)

2709.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings
[enslaved's solution](#)

2710.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[enslaved's solution](#)

2711.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[enslaved's solution](#)

2712.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[enslaved's solution](#)

2713.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
[enslaved's solution](#)

2714.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers
[enslaved's solution](#)

2715.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[enslaved's solution](#)

2716.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[enslaved's solution](#)

2717.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings
[enslaved's solution](#)

2718.

1265D

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

Rating: 1900 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

2719.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[enslaved's solution](#)

2720.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, math

[enslaved's solution](#)

2721.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[enslaved's solution](#)

2722.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[enslaved's solution](#)

2723.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[enslaved's solution](#)

2724.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

2725.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[enslaved's solution](#)

2726.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[enslaved's solution](#)

2727.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[enslaved's solution](#)

2728.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[enslaved's solution](#)

2729.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[enslaved's solution](#)

2730.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[enslaved's solution](#)

2731.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[enslaved's solution](#)

2732.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[enslaved's solution](#)

2733.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[enslaved's solution](#)

2734.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
[enslaved's solution](#)

2735.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[enslaved's solution](#)

2736.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[enslaved's solution](#)

2737.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[enslaved's solution](#)

2738.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[enslaved's solution](#)

2739.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

2740.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

2741.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[enslaved's solution](#)

2742.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[enslaved's solution](#)

2743.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[enslaved's solution](#)

2744.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[enslaved's solution](#)

2745.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[enslaved's solution](#)

2746.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[enslaved's solution](#)

2747.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[enslaved's solution](#)

2748.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[enslaved's solution](#)

2749.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[enslaved's solution](#)

2750.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[enslaved's solution](#)

2751.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[enslaved's solution](#)

2752.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[enslaved's solution](#)

2753.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,328 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[enslaved's solution](#)

2754.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[enslaved's solution](#)

2755.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

2756.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[enslaved's solution](#)

2757.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy,

sortings

[enslaved's solution](#)

2758.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[enslaved's solution](#)

2759.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[enslaved's solution](#)

2760.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[enslaved's solution](#)

2761.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[enslaved's solution](#)

2762.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,308 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[enslaved's solution](#)

2763.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[enslaved's solution](#)

2764.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[enslaved's solution](#)

2765.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[enslaved's solution](#)

2766.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[enslaved's solution](#)

2767.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[enslaved's solution](#)

2768.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[enslaved's solution](#)

2769.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[enslaved's solution](#)

2770.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[enslaved's solution](#)

2771.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[enslaved's solution](#)

2772.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

2773.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[enslaved's solution](#)

2774.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[enslaved's solution](#)

2775.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[enslaved's solution](#)

2776.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[enslaved's solution](#)

2777.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[enslaved's solution](#)

2778.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[enslaved's solution](#)

2779.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[enslaved's solution](#)

2780.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[enslaved's solution](#)

2781.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[enslaved's solution](#)

2782.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[enslaved's solution](#)

2783.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[enslaved's solution](#)

2784.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[enslaved's solution](#)

2785.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[enslaved's solution](#)

2786.

2028D

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

Quality: 3,741 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[enslaved's solution](#)

2787.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[enslaved's solution](#)

2788.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[enslaved's solution](#)

2789.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[enslaved's solution](#)

2790.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[enslaved's solution](#)

2791.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[enslaved's solution](#)

2792.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[enslaved's solution](#)

2793.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[enslaved's solution](#)

2794.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[enslaved's solution](#)

2795.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[enslaved's solution](#)

2796.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[enslaved's solution](#)

2797.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[enslaved's solution](#)

2798.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[enslaved's solution](#)

2799.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[enslaved's solution](#)

2800.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

2801.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[enslaved's solution](#)

2802.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

2803.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[enslaved's solution](#)

2804.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[enslaved's solution](#)

2805.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

2806.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[enslaved's solution](#)

2807.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math
[enslaved's solution](#)

2808.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[enslaved's solution](#)

2809.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[enslaved's solution](#)

2810.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[enslaved's solution](#)

2811.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[enslaved's solution](#)

2812.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[enslaved's solution](#)

2813.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[enslaved's solution](#)

2814.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[enslaved's solution](#)

2815.

1862G

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

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings
[enslaved's solution](#)

2816.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[enslaved's solution](#)

2817.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[enslaved's solution](#)

2818.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[enslaved's solution](#)

2819.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

2820.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy

[enslaved's solution](#)

2821.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[enslaved's solution](#)

2822.

1827B1

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

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

[enslaved's solution](#)

2823.

1815B

[Sum Graph](#) · [Tutorial](#)

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

[enslaved's solution](#)

2824.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[enslaved's solution](#)

2825.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[enslaved's solution](#)

2826.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[enslaved's solution](#)

2827.

1804D

[Accommodation](#) · [Tutorial](#)

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

2828.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[enslaved's solution](#)

2829.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[enslaved's solution](#)

2830.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory
[enslaved's solution](#)

2831.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[enslaved's solution](#)

2832.

1788D

[Moving Dots](#) · [Tutorial](#)

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

2833.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[enslaved's solution](#)

2834.

1080D

[Olga and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[enslaved's solution](#)

2835.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[enslaved's solution](#)

2836.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[enslaved's solution](#)

2837.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[enslaved's solution](#)

2838.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[enslaved's solution](#)

2839.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[enslaved's solution](#)

2840.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[enslaved's solution](#)

2841.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[enslaved's solution](#)

2842.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[enslaved's solution](#)

2843.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[enslaved's solution](#)

2844.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[enslaved's solution](#)

2845.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[enslaved's solution](#)

2846.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math

[enslaved's solution](#)

2847.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[enslaved's solution](#)

2848.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

2849.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[enslaved's solution](#)

2850.

1143E

[Lynyrd Skynyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[enslaved's solution](#)

2851.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[enslaved's solution](#)

2852.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[enslaved's solution](#)

2853.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: games
[enslaved's solution](#)

2854.

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation
[enslaved's solution](#)

2855.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[enslaved's solution](#)

2856.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[enslaved's solution](#)

2857.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

2858.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[enslaved's solution](#)

2859.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[enslaved's solution](#)

2860.

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[enslaved's solution](#)

2861.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[enslaved's solution](#)

2862.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[enslaved's solution](#)

2863.

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[enslaved's solution](#)

2864.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[enslaved's solution](#)

2865.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[enslaved's solution](#)

2866.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[enslaved's solution](#)

2867.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[enslaved's solution](#)

2868.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

2869.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[enslaved's solution](#)

2870.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, trees
[enslaved's solution](#)

2871.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math
[enslaved's solution](#)

2872.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers
[enslaved's solution](#)

2873.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[enslaved's solution](#)

2874.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[enslaved's solution](#)

2875.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[enslaved's solution](#)

2876.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[enslaved's solution](#)

2877.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[enslaved's solution](#)

2878.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[enslaved's solution](#)

2879.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[enslaved's solution](#)

2880.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[enslaved's solution](#)

2881.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[enslaved's solution](#)

2882.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[enslaved's solution](#)

2883.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[enslaved's solution](#)

2884.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[enslaved's solution](#)

2885.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[enslaved's solution](#)

2886.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[enslaved's solution](#)

2887.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[enslaved's solution](#)

2888.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[enslaved's solution](#)

2889.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp
[enslaved's solution](#)

2890.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[enslaved's solution](#)

2891.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[enslaved's solution](#)

2892.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[enslaved's solution](#)

2893.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

2894.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[enslaved's solution](#)

2895.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[enslaved's solution](#)

2896.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[enslaved's solution](#)

2897.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[enslaved's solution](#)

2898.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

2899.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings
[enslaved's solution](#)

2900.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
[enslaved's solution](#)

2901.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[enslaved's solution](#)

2902.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[enslaved's solution](#)

2903.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[enslaved's solution](#)

2904.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[enslaved's solution](#)

2905.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees
[enslaved's solution](#)

2906.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[enslaved's solution](#)

2907.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

2908.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[enslaved's solution](#)

2909.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[enslaved's solution](#)

2910.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[enslaved's solution](#)

2911.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[enslaved's solution](#)

2912.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[enslaved's solution](#)

2913.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[enslaved's solution](#)

2914.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[enslaved's solution](#)

2915.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[enslaved's solution](#)

2916.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[enslaved's solution](#)

2917.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[enslaved's solution](#)

2918.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

2919.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[enslaved's solution](#)

2920.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[enslaved's solution](#)

2921.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[enslaved's solution](#)

2922.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[enslaved's solution](#)

2923.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

2924.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[enslaved's solution](#)

2925.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[enslaved's solution](#)

2926.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[enslaved's solution](#)

2927.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

2928.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

2929.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[enslaved's solution](#)

2930.

2115B

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

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[enslaved's solution](#)

2931.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[enslaved's solution](#)

2932.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, math

[enslaved's solution](#)

2933.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[enslaved's solution](#)

2934.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[enslaved's solution](#)

2935.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2936.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry

[enslaved's solution](#)

2937.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[enslaved's solution](#)

2938.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[enslaved's solution](#)

2939.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

2940.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[enslaved's solution](#)

2941.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[enslaved's solution](#)

2942.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[enslaved's solution](#)

2943.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

2944.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[enslaved's solution](#)

2945.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[enslaved's solution](#)

2946.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[enslaved's solution](#)

2947.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[enslaved's solution](#)

2948.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[enslaved's solution](#)

2949.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[enslaved's solution](#)

2950.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[enslaved's solution](#)

2951.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[enslaved's solution](#)

2952.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[enslaved's solution](#)

2953.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[enslaved's solution](#)

2954.

2029E

[Common Generator](#) · [Tutorial](#)

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

[enslaved's solution](#)

2955.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[enslaved's solution](#)

2956.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[enslaved's solution](#)

2957.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[enslaved's solution](#)

2958.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[enslaved's solution](#)

2959.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[enslaved's solution](#)

2960.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[enslaved's solution](#)

2961.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[enslaved's solution](#)

2962.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[enslaved's solution](#)

2963.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[enslaved's solution](#)

2964.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

2965.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[enslaved's solution](#)

2966.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

2967.

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

[enslaved's solution](#)

2968.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[enslaved's solution](#)

2969.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[enslaved's solution](#)

2970.

1930D2

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

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

[enslaved's solution](#)

2971.

1924B

[Space Harbour](#) · [Tutorial](#)

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

[enslaved's solution](#)

2972.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

2973.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[enslaved's solution](#)

2974.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[enslaved's solution](#)

2975.

1913D

[Array Collapse](#) · [Tutorial](#)

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

[enslaved's solution](#)

2976.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[enslaved's solution](#)

2977.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[enslaved's solution](#)

2978.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[enslaved's solution](#)

2979.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[enslaved's solution](#)

2980.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[enslaved's solution](#)

2981.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[enslaved's solution](#)

2982.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[enslaved's solution](#)

2983.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[enslaved's solution](#)

2984.

1868B2

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

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[enslaved's solution](#)

2985.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[enslaved's solution](#)

2986.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[enslaved's solution](#)

2987.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[enslaved's solution](#)

2988.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[enslaved's solution](#)

2989.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[enslaved's solution](#)

2990.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[enslaved's solution](#)

2991.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[enslaved's solution](#)

2992.

1838D

[Bracket Walk](#) · [Tutorial](#)

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

[enslaved's solution](#)

2993.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[enslaved's solution](#)

2994.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[enslaved's solution](#)

2995.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

2996.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[enslaved's solution](#)

2997.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[enslaved's solution](#)

2998.

1821E

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

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

[enslaved's solution](#)

2999.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[enslaved's solution](#)

3000.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3001.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[enslaved's solution](#)

3002.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[enslaved's solution](#)

3003.

1808D

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

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[enslaved's solution](#)

3004.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3005.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[enslaved's solution](#)

3006.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[enslaved's solution](#)

3007.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities
[enslaved's solution](#)

3008.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[enslaved's solution](#)

3009.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[enslaved's solution](#)

3010.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy
[enslaved's solution](#)

3011.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

3012.

1075E

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[enslaved's solution](#)

3013.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[enslaved's solution](#)

3014.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[enslaved's solution](#)

3015.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[enslaved's solution](#)

3016.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[enslaved's solution](#)

3017.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and

conquer, graphs, greedy, math, shortest paths, trees

[enslaved's solution](#)

3018.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[enslaved's solution](#)

3019.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

[enslaved's solution](#)

3020.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[enslaved's solution](#)

3021.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

3022.

1099E

[Nice table](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

3023.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3024.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[enslaved's solution](#)

3025.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[enslaved's solution](#)

3026.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3027.

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

3028.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[enslaved's solution](#)

3029.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[enslaved's solution](#)

3030.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
[enslaved's solution](#)

3031.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory
[enslaved's solution](#)

3032.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[enslaved's solution](#)

3033.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[enslaved's solution](#)

3034.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[enslaved's solution](#)

3035.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[enslaved's solution](#)

3036.

1159E

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

Rating: 2100 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, math
[enslaved's solution](#)

3037.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[enslaved's solution](#)

3038.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[enslaved's solution](#)

3039.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[enslaved's solution](#)

3040.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[enslaved's solution](#)

3041.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[enslaved's solution](#)

3042.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[enslaved's solution](#)

3043.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

3044.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[enslaved's solution](#)

3045.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[enslaved's solution](#)

3046.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation

[enslaved's solution](#)

3047.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[enslaved's solution](#)

3048.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

3049.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings
[enslaved's solution](#)

3050.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[enslaved's solution](#)

3051.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[enslaved's solution](#)

3052.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[enslaved's solution](#)

3053.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[enslaved's solution](#)

3054.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[enslaved's solution](#)

3055.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[enslaved's solution](#)

3056.

1241E

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[enslaved's solution](#)

3057.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices
[enslaved's solution](#)

3058.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[enslaved's solution](#)

3059.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[enslaved's solution](#)

3060.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities
[enslaved's solution](#)

3061.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math
[enslaved's solution](#)

3062.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[enslaved's solution](#)

3063.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[enslaved's solution](#)

3064.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees
[enslaved's solution](#)

3065.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings
[enslaved's solution](#)

3066.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[enslaved's solution](#)

3067.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy
[enslaved's solution](#)

3068.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[enslaved's solution](#)

3069.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, math, sortings

[enslaved's solution](#)

3070.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3071.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[enslaved's solution](#)

3072.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[enslaved's solution](#)

3073.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[enslaved's solution](#)

3074.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[enslaved's solution](#)

3075.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[enslaved's solution](#)

3076.

1668D

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

Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3077.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[enslaved's solution](#)

3078.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[enslaved's solution](#)

3079.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[enslaved's solution](#)

3080.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[enslaved's solution](#)

3081.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[enslaved's solution](#)

3082.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[enslaved's solution](#)

3083.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[enslaved's solution](#)

3084.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[enslaved's solution](#)

3085.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[enslaved's solution](#)

3086.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[enslaved's solution](#)

3087.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[enslaved's solution](#)

3088.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[enslaved's solution](#)

3089.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[enslaved's solution](#)

3090.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[enslaved's solution](#)

3091.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[enslaved's solution](#)

3092.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[enslaved's solution](#)

3093.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[enslaved's solution](#)

3094.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[enslaved's solution](#)

3095.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

3096.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[enslaved's solution](#)

3097.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[enslaved's solution](#)

3098.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, dsu, two pointers

[enslaved's solution](#)

3099.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[enslaved's solution](#)

3100.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[enslaved's solution](#)

3101.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[enslaved's solution](#)

3102.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[enslaved's solution](#)

3103.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2200 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[enslaved's solution](#)

3104.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[enslaved's solution](#)

3105.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[enslaved's solution](#)

3106.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[enslaved's solution](#)

3107.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[enslaved's solution](#)

3108.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[enslaved's solution](#)

3109.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[enslaved's solution](#)

3110.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[enslaved's solution](#)

3111.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

3112.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[enslaved's solution](#)

3113.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[enslaved's solution](#)

3114.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[enslaved's solution](#)

3115.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[enslaved's solution](#)

3116.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[enslaved's solution](#)

3117.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[enslaved's solution](#)

3118.

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[enslaved's solution](#)

3119.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[enslaved's solution](#)

3120.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[enslaved's solution](#)

3121.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[enslaved's solution](#)

3122.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[enslaved's solution](#)

3123.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[enslaved's solution](#)

3124.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[enslaved's solution](#)

3125.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[enslaved's solution](#)

3126.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[enslaved's solution](#)

3127.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[enslaved's solution](#)

3128.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[enslaved's solution](#)

3129.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[enslaved's solution](#)

3130.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[enslaved's solution](#)

3131.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[enslaved's solution](#)

3132.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[enslaved's solution](#)

3133.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[enslaved's solution](#)

3134.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[enslaved's solution](#)

3135.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[enslaved's solution](#)

3136.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[enslaved's solution](#)

3137.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[enslaved's solution](#)

3138.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[enslaved's solution](#)

3139.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[enslaved's solution](#)

3140.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[enslaved's solution](#)

3141.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[enslaved's solution](#)

3142.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

3143.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[enslaved's solution](#)

3144.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[enslaved's solution](#)

3145.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[enslaved's solution](#)

3146.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

3147.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[enslaved's solution](#)

3148.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[enslaved's solution](#)

3149.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[enslaved's solution](#)

3150.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[enslaved's solution](#)

3151.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[enslaved's solution](#)

3152.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

3153.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[enslaved's solution](#)

3154.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[enslaved's solution](#)

3155.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[enslaved's solution](#)

3156.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[enslaved's solution](#)

3157.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[enslaved's solution](#)

3158.

1858D

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

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

[enslaved's solution](#)

3159.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[enslaved's solution](#)

3160.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[enslaved's solution](#)

3161.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[enslaved's solution](#)

3162.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[enslaved's solution](#)

3163.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[enslaved's solution](#)

3164.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[enslaved's solution](#)

3165.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[enslaved's solution](#)

3166.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[enslaved's solution](#)

3167.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[enslaved's solution](#)

3168.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[enslaved's solution](#)

3169.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[enslaved's solution](#)

3170.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[enslaved's solution](#)

3171.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[enslaved's solution](#)

3172.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[enslaved's solution](#)

3173.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[enslaved's solution](#)

3174.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[enslaved's solution](#)

3175.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[enslaved's solution](#)

3176.

1047D

[Little C Loves 3 II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[enslaved's solution](#)

3177.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[enslaved's solution](#)

3178.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[enslaved's solution](#)

3179.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[enslaved's solution](#)

3180.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[enslaved's solution](#)

3181.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[enslaved's solution](#)

3182.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[enslaved's solution](#)

3183.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

3184.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

3185.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[enslaved's solution](#)

3186.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[enslaved's solution](#)

3187.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, number theory

[enslaved's solution](#)

3188.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[enslaved's solution](#)

3189.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs

[enslaved's solution](#)

3190.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[enslaved's solution](#)

3191.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[enslaved's solution](#)

3192.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3193.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[enslaved's solution](#)

3194.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[enslaved's solution](#)

3195.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[enslaved's solution](#)

3196.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[enslaved's solution](#)

3197.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[enslaved's solution](#)

3198.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[enslaved's solution](#)

3199.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, interactive

[enslaved's solution](#)

3200.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math

[enslaved's solution](#)

3201.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[enslaved's solution](#)

3202.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[enslaved's solution](#)

3203.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[enslaved's solution](#)

3204.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

3205.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[enslaved's solution](#)

3206.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[enslaved's solution](#)

3207.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[enslaved's solution](#)

3208.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3209.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[enslaved's solution](#)

3210.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[enslaved's solution](#)

3211.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[enslaved's solution](#)

3212.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[enslaved's solution](#)

3213.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[enslaved's solution](#)

3214.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[enslaved's solution](#)

3215.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[enslaved's solution](#)

3216.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[enslaved's solution](#)

3217.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[enslaved's solution](#)

3218.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[enslaved's solution](#)

3219.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[enslaved's solution](#)

3220.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3221.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2022-09-16 · last AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[enslaved's solution](#)

3222.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[enslaved's solution](#)

3223.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3224.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[enslaved's solution](#)

3225.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3226.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[enslaved's solution](#)

3227.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[enslaved's solution](#)

3228.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3229.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[enslaved's solution](#)

3230.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3231.

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[enslaved's solution](#)

3232.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[enslaved's solution](#)

3233.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[enslaved's solution](#)

3234.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[enslaved's solution](#)

3235.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[enslaved's solution](#)

3236.

1295E

[Permutation Separation](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[enslaved's solution](#)

3237.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[enslaved's solution](#)

3238.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[enslaved's solution](#)

3239.

1305E

[Kuron and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

3240.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[enslaved's solution](#)

3241.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[enslaved's solution](#)

3242.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[enslaved's solution](#)

3243.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[enslaved's solution](#)

3244.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[enslaved's solution](#)

3245.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[enslaved's solution](#)

3246.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[enslaved's solution](#)

3247.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[enslaved's solution](#)

3248.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[enslaved's solution](#)

3249.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[enslaved's solution](#)

3250.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[enslaved's solution](#)

3251.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[enslaved's solution](#)

3252.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[enslaved's solution](#)

3253.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[enslaved's solution](#)

3254.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,373 global accepts · Rating: 2300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[enslaved's solution](#)

3255.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[enslaved's solution](#)

3256.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[enslaved's solution](#)

3257.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[enslaved's solution](#)

3258.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[enslaved's solution](#)

3259.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[enslaved's solution](#)

3260.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[enslaved's solution](#)

3261.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[enslaved's solution](#)

3262.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[enslaved's solution](#)

3263.

2146E

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[enslaved's solution](#)

3264.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[enslaved's solution](#)

3265.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[enslaved's solution](#)

3266.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[enslaved's solution](#)

3267.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[enslaved's solution](#)

3268.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

3269.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[enslaved's solution](#)

3270.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[enslaved's solution](#)

3271.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[enslaved's solution](#)

3272.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[enslaved's solution](#)

3273.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, fft, math

[enslaved's solution](#)

3274.

2107F1

[Cycling \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[enslaved's solution](#)

3275.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[enslaved's solution](#)

3276.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[enslaved's solution](#)

3277.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[enslaved's solution](#)

3278.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[enslaved's solution](#)

3279.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[enslaved's solution](#)

3280.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[enslaved's solution](#)

3281.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[enslaved's solution](#)

3282.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[enslaved's solution](#)

3283.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[enslaved's solution](#)

3284.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[enslaved's solution](#)

3285.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[enslaved's solution](#)

3286.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3287.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[enslaved's solution](#)

3288.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[enslaved's solution](#)

3289.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[enslaved's solution](#)

3290.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[enslaved's solution](#)

3291.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[enslaved's solution](#)

3292.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[enslaved's solution](#)

3293.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[enslaved's solution](#)

3294.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[enslaved's solution](#)

3295.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[enslaved's solution](#)

3296.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3297.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[enslaved's solution](#)

3298.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[enslaved's solution](#)

3299.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[enslaved's solution](#)

3300.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

3301.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

3302.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[enslaved's solution](#)

3303.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

3304.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[enslaved's solution](#)

3305.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[enslaved's solution](#)

3306.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[enslaved's solution](#)

3307.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[enslaved's solution](#)

3308.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[enslaved's solution](#)

3309.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[enslaved's solution](#)

3310.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[enslaved's solution](#)

3311.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[enslaved's solution](#)

3312.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[enslaved's solution](#)

3313.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[enslaved's solution](#)

3314.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[enslaved's solution](#)

3315.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[enslaved's solution](#)

3316.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[enslaved's solution](#)

3317.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[enslaved's solution](#)

3318.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[enslaved's solution](#)

3319.

1917D

[Yet Another Inversions Problem](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[enslaved's solution](#)

3320.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[enslaved's solution](#)

3321.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[enslaved's solution](#)

3322.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[enslaved's solution](#)

3323.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[enslaved's solution](#)

3324.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[enslaved's solution](#)

3325.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[enslaved's solution](#)

3326.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3327.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[enslaved's solution](#)

3328.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[enslaved's solution](#)

3329.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[enslaved's solution](#)

3330.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[enslaved's solution](#)

3331.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[enslaved's solution](#)

3332.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[enslaved's solution](#)

3333.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[enslaved's solution](#)

3334.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[enslaved's solution](#)

3335.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[enslaved's solution](#)

3336.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[enslaved's solution](#)

3337.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math,

probabilities, trees

[enslaved's solution](#)

3338.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[enslaved's solution](#)

3339.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[enslaved's solution](#)

3340.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[enslaved's solution](#)

3341.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[enslaved's solution](#)

3342.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[enslaved's solution](#)

3343.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[enslaved's solution](#)

3344.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[enslaved's solution](#)

3345.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[enslaved's solution](#)

3346.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[enslaved's solution](#)

3347.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[enslaved's solution](#)

3348.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

3349.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[enslaved's solution](#)

3350.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[enslaved's solution](#)

3351.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[enslaved's solution](#)

3352.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[enslaved's solution](#)

3353.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

3354.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[enslaved's solution](#)

3355.

1087E

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[enslaved's solution](#)

3356.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[enslaved's solution](#)

3357.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[enslaved's solution](#)

3358.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[enslaved's solution](#)

3359.

1131E

[String Multiplication](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[enslaved's solution](#)

3360.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[enslaved's solution](#)

3361.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[enslaved's solution](#)

3362.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[enslaved's solution](#)

3363.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[enslaved's solution](#)

3364.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[enslaved's solution](#)

3365.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[enslaved's solution](#)

3366.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[enslaved's solution](#)

3367.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[enslaved's solution](#)

3368.

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[enslaved's solution](#)

3369.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

[enslaved's solution](#)

3370.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[enslaved's solution](#)

3371.

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[enslaved's solution](#)

3372.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[enslaved's solution](#)

3373.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[enslaved's solution](#)

3374.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3375.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3376.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[enslaved's solution](#)

3377.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[enslaved's solution](#)

3378.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[enslaved's solution](#)

3379.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math
[enslaved's solution](#)

3380.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[enslaved's solution](#)

3381.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
[enslaved's solution](#)

3382.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[enslaved's solution](#)

3383.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[enslaved's solution](#)

3384.

1248E

[Queue in the Train](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[enslaved's solution](#)

3385.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[enslaved's solution](#)

3386.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, shortest paths
[enslaved's solution](#)

3387.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[enslaved's solution](#)

3388.

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[enslaved's solution](#)

3389.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[enslaved's solution](#)

3390.

1277F

[Beautiful Rectangle](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[enslaved's solution](#)

3391.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[enslaved's solution](#)

3392.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[enslaved's solution](#)

3393.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[enslaved's solution](#)

3394.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[enslaved's solution](#)

3395.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, trees

[enslaved's solution](#)

3396.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3397.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[enslaved's solution](#)

3398.

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory

[enslaved's solution](#)

3399.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[enslaved's solution](#)

3400.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[enslaved's solution](#)

3401.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[enslaved's solution](#)

3402.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[enslaved's solution](#)

3403.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[enslaved's solution](#)

3404.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[enslaved's solution](#)

3405.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[enslaved's solution](#)

3406.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[enslaved's solution](#)

3407.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, dsu, greedy, implementation, trees

[enslaved's solution](#)

3408.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[enslaved's solution](#)

3409.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[enslaved's solution](#)

3410.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[enslaved's solution](#)

3411.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[enslaved's solution](#)

3412.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3413.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[enslaved's solution](#)

3414.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[enslaved's solution](#)

3415.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[enslaved's solution](#)

3416.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[enslaved's solution](#)

3417.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[enslaved's solution](#)

3418.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[enslaved's solution](#)

3419.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[enslaved's solution](#)

3420.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[enslaved's solution](#)

3421.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[enslaved's solution](#)

3422.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[enslaved's solution](#)

3423.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[enslaved's solution](#)

3424.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[enslaved's solution](#)

3425.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[enslaved's solution](#)

3426.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[enslaved's solution](#)

3427.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[enslaved's solution](#)

3428.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[enslaved's solution](#)

3429.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[enslaved's solution](#)

3430.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

3431.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[enslaved's solution](#)

3432.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3433.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[enslaved's solution](#)

3434.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[enslaved's solution](#)

3435.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

3436.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[enslaved's solution](#)

3437.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[enslaved's solution](#)

3438.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[enslaved's solution](#)

3439.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[enslaved's solution](#)

3440.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[enslaved's solution](#)

3441.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[enslaved's solution](#)

3442.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[enslaved's solution](#)

3443.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[enslaved's solution](#)

3444.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[enslaved's solution](#)

3445.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[enslaved's solution](#)

3446.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[enslaved's solution](#)

3447.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[enslaved's solution](#)

3448.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[enslaved's solution](#)

3449.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[enslaved's solution](#)

3450.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[enslaved's solution](#)

3451.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[enslaved's solution](#)

3452.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[enslaved's solution](#)

3453.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[enslaved's solution](#)

3454.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[enslaved's solution](#)

3455.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[enslaved's solution](#)

3456.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

3457.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[enslaved's solution](#)

3458.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

3459.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[enslaved's solution](#)

3460.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[enslaved's solution](#)

3461.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[enslaved's solution](#)

3462.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3463.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[enslaved's solution](#)

3464.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[enslaved's solution](#)

3465.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[enslaved's solution](#)

3466.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[enslaved's solution](#)

3467.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[enslaved's solution](#)

3468.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[enslaved's solution](#)

3469.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[enslaved's solution](#)

3470.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[enslaved's solution](#)

3471.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[enslaved's solution](#)

3472.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[enslaved's solution](#)

3473.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[enslaved's solution](#)

3474.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[enslaved's solution](#)

3475.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[enslaved's solution](#)

3476.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math,

probabilities

[enslaved's solution](#)

3477.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[enslaved's solution](#)

3478.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

3479.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[enslaved's solution](#)

3480.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[enslaved's solution](#)

3481.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[enslaved's solution](#)

3482.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[enslaved's solution](#)

3483.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[enslaved's solution](#)

3484.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[enslaved's solution](#)

3485.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[enslaved's solution](#)

3486.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math,

number theory, sortings

[enslaved's solution](#)

3487.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[enslaved's solution](#)

3488.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[enslaved's solution](#)

3489.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[enslaved's solution](#)

3490.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[enslaved's solution](#)

3491.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

3492.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[enslaved's solution](#)

3493.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

3494.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[enslaved's solution](#)

3495.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, strings

[enslaved's solution](#)

3496.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[enslaved's solution](#)

3497.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[enslaved's solution](#)

3498.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[enslaved's solution](#)

3499.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[enslaved's solution](#)

3500.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[enslaved's solution](#)

3501.

1079F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[enslaved's solution](#)

3502.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[enslaved's solution](#)

3503.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

3504.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: fft, geometry, number theory

[enslaved's solution](#)

3505.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[enslaved's solution](#)

3506.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, greedy, sortings, trees

[enslaved's solution](#)

3507.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[enslaved's solution](#)

3508.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[enslaved's solution](#)

3509.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[enslaved's solution](#)

3510.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[enslaved's solution](#)

3511.

1075F

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[enslaved's solution](#)

3512.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[enslaved's solution](#)

3513.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[enslaved's solution](#)

3514.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[enslaved's solution](#)

3515.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[enslaved's solution](#)

3516.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, math, number theory

[enslaved's solution](#)

3517.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[enslaved's solution](#)

3518.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[enslaved's solution](#)

3519.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, sortings

[enslaved's solution](#)

3520.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: strings

[enslaved's solution](#)

3521.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[enslaved's solution](#)

3522.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees

[enslaved's solution](#)

3523.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[enslaved's solution](#)

3524.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3525.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[enslaved's solution](#)

3526.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[enslaved's solution](#)

3527.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft
[enslaved's solution](#)

3528.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[enslaved's solution](#)

3529.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[enslaved's solution](#)

3530.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[enslaved's solution](#)

3531.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees
[enslaved's solution](#)

3532.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[enslaved's solution](#)

3533.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[enslaved's solution](#)

3534.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[enslaved's solution](#)

3535.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory
[enslaved's solution](#)

3536.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[enslaved's solution](#)

3537.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[enslaved's solution](#)

3538.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[enslaved's solution](#)

3539.

1113F

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[enslaved's solution](#)

3540.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[enslaved's solution](#)

3541.

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[enslaved's solution](#)

3542.

1138F

[Cooperative Game](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, interactive, math

[enslaved's solution](#)

3543.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[enslaved's solution](#)

3544.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[enslaved's solution](#)

3545.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math

[enslaved's solution](#)

3546.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3547.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[enslaved's solution](#)

3548.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[enslaved's solution](#)

3549.

1162F

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[enslaved's solution](#)

3550.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[enslaved's solution](#)

3551.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[enslaved's solution](#)

3552.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[enslaved's solution](#)

3553.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[enslaved's solution](#)

3554.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[enslaved's solution](#)

3555.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[enslaved's solution](#)

3556.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[enslaved's solution](#)

3557.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

3558.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[enslaved's solution](#)

3559.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[enslaved's solution](#)

3560.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[enslaved's solution](#)

3561.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[enslaved's solution](#)

3562.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[enslaved's solution](#)

3563.

1206E

[Palindromic Paths](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[enslaved's solution](#)

3564.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[enslaved's solution](#)

3565.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3566.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[enslaved's solution](#)

3567.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings
[enslaved's solution](#)

3568.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[enslaved's solution](#)

3569.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[enslaved's solution](#)

3570.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: hashing, trees
[enslaved's solution](#)

3571.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[enslaved's solution](#)

3572.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[enslaved's solution](#)

3573.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[enslaved's solution](#)

3574.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[enslaved's solution](#)

3575.

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation
[enslaved's solution](#)

3576.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[enslaved's solution](#)

3577.

1262F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[enslaved's solution](#)

3578.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[enslaved's solution](#)

3579.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[enslaved's solution](#)

3580.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[enslaved's solution](#)

3581.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[enslaved's solution](#)

3582.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[enslaved's solution](#)

3583.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[enslaved's solution](#)

3584.

1287E1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[enslaved's solution](#)

3585.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[enslaved's solution](#)

3586.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[enslaved's solution](#)

3587.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[enslaved's solution](#)

3588.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[enslaved's solution](#)

3589.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[enslaved's solution](#)

3590.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[enslaved's solution](#)

3591.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[enslaved's solution](#)

3592.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[enslaved's solution](#)

3593.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[enslaved's solution](#)

3594.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[enslaved's solution](#)

3595.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[enslaved's solution](#)

3596.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[enslaved's solution](#)

3597.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

3598.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 857 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

[enslaved's solution](#)

3599.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[enslaved's solution](#)

3600.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[enslaved's solution](#)

3601.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[enslaved's solution](#)

3602.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[enslaved's solution](#)

3603.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[enslaved's solution](#)

3604.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[enslaved's solution](#)

3605.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[enslaved's solution](#)

3606.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[enslaved's solution](#)

3607.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[enslaved's solution](#)

3608.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[enslaved's solution](#)

3609.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[enslaved's solution](#)

3610.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[enslaved's solution](#)

3611.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[enslaved's solution](#)

3612.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[enslaved's solution](#)

3613.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

3614.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[enslaved's solution](#)

3615.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[enslaved's solution](#)

3616.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[enslaved's solution](#)

3617.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[enslaved's solution](#)

3618.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[enslaved's solution](#)

3619.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[enslaved's solution](#)

3620.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[enslaved's solution](#)

3621.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[enslaved's solution](#)

3622.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[enslaved's solution](#)

3623.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[enslaved's solution](#)

3624.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[enslaved's solution](#)

3625.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[enslaved's solution](#)

3626.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[enslaved's solution](#)

3627.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[enslaved's solution](#)

3628.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[enslaved's solution](#)

3629.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[enslaved's solution](#)

3630.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[enslaved's solution](#)

3631.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[enslaved's solution](#)

3632.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[enslaved's solution](#)

3633.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[enslaved's solution](#)

3634.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[enslaved's solution](#)

3635.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[enslaved's solution](#)

3636.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[enslaved's solution](#)

3637.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[enslaved's solution](#)

3638.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[enslaved's solution](#)

3639.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[enslaved's solution](#)

3640.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[enslaved's solution](#)

3641.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[enslaved's solution](#)

3642.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[enslaved's solution](#)

3643.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[enslaved's solution](#)

3644.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[enslaved's solution](#)

3645.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[enslaved's solution](#)

3646.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[enslaved's solution](#)

3647.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[enslaved's solution](#)

3648.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[enslaved's solution](#)

3649.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[enslaved's solution](#)

3650.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[enslaved's solution](#)

3651.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[enslaved's solution](#)

3652.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[enslaved's solution](#)

3653.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[enslaved's solution](#)

3654.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[enslaved's solution](#)

3655.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[enslaved's solution](#)

3656.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[enslaved's solution](#)

3657.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[enslaved's solution](#)

3658.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[enslaved's solution](#)

3659.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[enslaved's solution](#)

3660.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[enslaved's solution](#)

3661.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[enslaved's solution](#)

3662.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[enslaved's solution](#)

3663.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[enslaved's solution](#)

3664.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

3665.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3666.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[enslaved's solution](#)

3667.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

3668.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math

[enslaved's solution](#)

3669.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[enslaved's solution](#)

3670.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[enslaved's solution](#)

3671.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[enslaved's solution](#)

3672.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[enslaved's solution](#)

3673.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[enslaved's solution](#)

3674.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[enslaved's solution](#)

3675.

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[enslaved's solution](#)

3676.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[enslaved's solution](#)

3677.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[enslaved's solution](#)

3678.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[enslaved's solution](#)

3679.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[enslaved's solution](#)

3680.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[enslaved's solution](#)

3681.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

3682.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[enslaved's solution](#)

3683.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[enslaved's solution](#)

3684.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3685.

998E

[Sky Full of Stars](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[enslaved's solution](#)

3686.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[enslaved's solution](#)

3687.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math
[enslaved's solution](#)

3688.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

3689.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[enslaved's solution](#)

3690.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[enslaved's solution](#)

3691.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[enslaved's solution](#)

3692.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[enslaved's solution](#)

3693.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math
[enslaved's solution](#)

3694.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[enslaved's solution](#)

3695.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[enslaved's solution](#)

3696.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
[enslaved's solution](#)

3697.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[enslaved's solution](#)

3698.

1058F

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[enslaved's solution](#)

3699.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

3700.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[enslaved's solution](#)

3701.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3702.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[enslaved's solution](#)

3703.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[enslaved's solution](#)

3704.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[enslaved's solution](#)

3705.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[enslaved's solution](#)

3706.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[enslaved's solution](#)

3707.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[enslaved's solution](#)

3708.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math

[enslaved's solution](#)

3709.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

3710.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[enslaved's solution](#)

3711.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[enslaved's solution](#)

3712.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[enslaved's solution](#)

3713.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[enslaved's solution](#)

3714.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[enslaved's solution](#)

3715.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[enslaved's solution](#)

3716.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[enslaved's solution](#)

3717.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[enslaved's solution](#)

3718.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[enslaved's solution](#)

3719.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[enslaved's solution](#)

3720.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[enslaved's solution](#)

3721.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3722.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[enslaved's solution](#)

3723.

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[enslaved's solution](#)

3724.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[enslaved's solution](#)

3725.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[enslaved's solution](#)

3726.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[enslaved's solution](#)

3727.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[enslaved's solution](#)

3728.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, sortings

[enslaved's solution](#)

3729.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, implementation, math

[enslaved's solution](#)

3730.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[enslaved's solution](#)

3731.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[enslaved's solution](#)

3732.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, trees

[enslaved's solution](#)

3733.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3734.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

[enslaved's solution](#)

3735.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[enslaved's solution](#)

3736.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[enslaved's solution](#)

3737.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[enslaved's solution](#)

3738.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[enslaved's solution](#)

3739.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: games
[enslaved's solution](#)

3740.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
[enslaved's solution](#)

3741.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[enslaved's solution](#)

3742.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu
[enslaved's solution](#)

3743.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft
[enslaved's solution](#)

3744.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[enslaved's solution](#)

3745.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[enslaved's solution](#)

3746.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[enslaved's solution](#)

3747.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[enslaved's solution](#)

3748.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[enslaved's solution](#)

3749.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[enslaved's solution](#)

3750.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3751.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[enslaved's solution](#)

3752.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[enslaved's solution](#)

3753.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[enslaved's solution](#)

3754.

1321F

[Reachable Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[enslaved's solution](#)

3755.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[enslaved's solution](#)

3756.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[enslaved's solution](#)

3757.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[enslaved's solution](#)

3758.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[enslaved's solution](#)

3759.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[enslaved's solution](#)

3760.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[enslaved's solution](#)

3761.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

3762.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[enslaved's solution](#)

3763.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[enslaved's solution](#)

3764.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[enslaved's solution](#)

3765.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[enslaved's solution](#)

3766.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[enslaved's solution](#)

3767.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[enslaved's solution](#)

3768.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[enslaved's solution](#)

3769.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[enslaved's solution](#)

3770.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[enslaved's solution](#)

3771.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[enslaved's solution](#)

3772.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[enslaved's solution](#)

3773.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[enslaved's solution](#)

3774.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[enslaved's solution](#)

3775.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[enslaved's solution](#)

3776.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[enslaved's solution](#)

3777.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math

[enslaved's solution](#)

3778.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[enslaved's solution](#)

3779.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[enslaved's solution](#)

3780.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[enslaved's solution](#)

3781.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[enslaved's solution](#)

3782.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[enslaved's solution](#)

3783.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[enslaved's solution](#)

3784.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[enslaved's solution](#)

3785.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[enslaved's solution](#)

3786.

2129D

[Permutation Blackhole](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[enslaved's solution](#)

3787.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[enslaved's solution](#)

3788.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[enslaved's solution](#)

3789.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[enslaved's solution](#)

3790.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory

[enslaved's solution](#)

3791.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[enslaved's solution](#)

3792.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[enslaved's solution](#)

3793.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[enslaved's solution](#)

3794.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[enslaved's solution](#)

3795.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[enslaved's solution](#)

3796.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[enslaved's solution](#)

3797.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[enslaved's solution](#)

3798.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[enslaved's solution](#)

3799.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[enslaved's solution](#)

3800.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[enslaved's solution](#)

3801.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[enslaved's solution](#)

3802.

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

[enslaved's solution](#)

3803.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[enslaved's solution](#)

3804.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[enslaved's solution](#)

3805.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[enslaved's solution](#)

3806.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[enslaved's solution](#)

3807.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[enslaved's solution](#)

3808.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[enslaved's solution](#)

3809.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[enslaved's solution](#)

3810.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[enslaved's solution](#)

3811.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[enslaved's solution](#)

3812.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[enslaved's solution](#)

3813.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[enslaved's solution](#)

3814.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[enslaved's solution](#)

3815.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[enslaved's solution](#)

3816.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[enslaved's solution](#)

3817.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[enslaved's solution](#)

3818.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[enslaved's solution](#)

3819.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

3820.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[enslaved's solution](#)

3821.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[enslaved's solution](#)

3822.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[enslaved's solution](#)

3823.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[enslaved's solution](#)

3824.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[enslaved's solution](#)

3825.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[enslaved's solution](#)

3826.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[enslaved's solution](#)

3827.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[enslaved's solution](#)

3828.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3829.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[enslaved's solution](#)

3830.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[enslaved's solution](#)

3831.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[enslaved's solution](#)

3832.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[enslaved's solution](#)

3833.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[enslaved's solution](#)

3834.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[enslaved's solution](#)

3835.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[enslaved's solution](#)

3836.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[enslaved's solution](#)

3837.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[enslaved's solution](#)

3838.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 2600 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[enslaved's solution](#)

3839.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

3840.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[enslaved's solution](#)

3841.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3842.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[enslaved's solution](#)

3843.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[enslaved's solution](#)

3844.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

3845.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[enslaved's solution](#)

3846.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

3847.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[enslaved's solution](#)

3848.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[enslaved's solution](#)

3849.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[enslaved's solution](#)

3850.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[enslaved's solution](#)

3851.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[enslaved's solution](#)

3852.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[enslaved's solution](#)

3853.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[enslaved's solution](#)

3854.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3855.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[enslaved's solution](#)

3856.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[enslaved's solution](#)

3857.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[enslaved's solution](#)

3858.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[enslaved's solution](#)

3859.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[enslaved's solution](#)

3860.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3861.

1173E2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[enslaved's solution](#)

3862.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

3863.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3864.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[enslaved's solution](#)

3865.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[enslaved's solution](#)

3866.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[enslaved's solution](#)

3867.

1241F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[enslaved's solution](#)

3868.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[enslaved's solution](#)

3869.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[enslaved's solution](#)

3870.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[enslaved's solution](#)

3871.

1265F

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: probabilities
[enslaved's solution](#)

3872.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[enslaved's solution](#)

3873.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[enslaved's solution](#)

3874.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[enslaved's solution](#)

3875.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp
[enslaved's solution](#)

3876.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[enslaved's solution](#)

3877.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[enslaved's solution](#)

3878.

1341F

[Nastya and Time Machine](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[enslaved's solution](#)

3879.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[enslaved's solution](#)

3880.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[enslaved's solution](#)

3881.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[enslaved's solution](#)

3882.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[enslaved's solution](#)

3883.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[enslaved's solution](#)

3884.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[enslaved's solution](#)

3885.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[enslaved's solution](#)

3886.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[enslaved's solution](#)

3887.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[enslaved's solution](#)

3888.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[enslaved's solution](#)

3889.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

3890.

2169F

[Subsequence Problem](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[enslaved's solution](#)

3891.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[enslaved's solution](#)

3892.

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[enslaved's solution](#)

3893.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3894.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[enslaved's solution](#)

3895.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[enslaved's solution](#)

3896.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[enslaved's solution](#)

3897.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[enslaved's solution](#)

3898.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[enslaved's solution](#)

3899.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[enslaved's solution](#)

3900.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[enslaved's solution](#)

3901.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[enslaved's solution](#)

3902.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[enslaved's solution](#)

3903.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

3904.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[enslaved's solution](#)

3905.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[enslaved's solution](#)

3906.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[enslaved's solution](#)

3907.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[enslaved's solution](#)

3908.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[enslaved's solution](#)

3909.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[enslaved's solution](#)

3910.

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy
[enslaved's solution](#)

3911.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[enslaved's solution](#)

3912.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[enslaved's solution](#)

3913.

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive
[enslaved's solution](#)

3914.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[enslaved's solution](#)

3915.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[enslaved's solution](#)

3916.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[enslaved's solution](#)

3917.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[enslaved's solution](#)

3918.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[enslaved's solution](#)

3919.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[enslaved's solution](#)

3920.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[enslaved's solution](#)

3921.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[enslaved's solution](#)

3922.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3923.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[enslaved's solution](#)

3924.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3925.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[enslaved's solution](#)

3926.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[enslaved's solution](#)

3927.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[enslaved's solution](#)

3928.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[enslaved's solution](#)

3929.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[enslaved's solution](#)

3930.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[enslaved's solution](#)

3931.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[enslaved's solution](#)

3932.

1104E

[Johnny Solving](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[enslaved's solution](#)

3933.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[enslaved's solution](#)

3934.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs

[enslaved's solution](#)

3935.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[enslaved's solution](#)

3936.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

3937.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[enslaved's solution](#)

3938.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[enslaved's solution](#)

3939.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[enslaved's solution](#)

3940.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[enslaved's solution](#)

3941.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[enslaved's solution](#)

3942.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[enslaved's solution](#)

3943.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[enslaved's solution](#)

3944.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[enslaved's solution](#)

3945.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[enslaved's solution](#)

3946.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[enslaved's solution](#)

3947.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[enslaved's solution](#)

3948.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[enslaved's solution](#)

3949.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[enslaved's solution](#)

3950.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[enslaved's solution](#)

3951.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[enslaved's solution](#)

3952.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, trees

[enslaved's solution](#)

3953.

2107F2

[Cycling \(Hard Version\)](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[enslaved's solution](#)

3954.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[enslaved's solution](#)

3955.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[enslaved's solution](#)

3956.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[enslaved's solution](#)

3957.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, sortings

[enslaved's solution](#)

3958.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

3959.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[enslaved's solution](#)

3960.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[enslaved's solution](#)

3961.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[enslaved's solution](#)

3962.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[enslaved's solution](#)

3963.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[enslaved's solution](#)

3964.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[enslaved's solution](#)

3965.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[enslaved's solution](#)

3966.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[enslaved's solution](#)

3967.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[enslaved's solution](#)

3968.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[enslaved's solution](#)

3969.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[enslaved's solution](#)

3970.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

3971.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

3972.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

3973.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[enslaved's solution](#)

3974.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[enslaved's solution](#)

3975.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[enslaved's solution](#)

3976.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[enslaved's solution](#)

3977.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[enslaved's solution](#)

3978.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[enslaved's solution](#)

3979.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[enslaved's solution](#)

3980.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[enslaved's solution](#)

3981.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[enslaved's solution](#)

3982.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[enslaved's solution](#)

3983.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[enslaved's solution](#)

3984.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[enslaved's solution](#)

3985.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[enslaved's solution](#)

3986.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[enslaved's solution](#)

3987.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[enslaved's solution](#)

3988.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[enslaved's solution](#)

3989.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, shortest paths
[enslaved's solution](#)

3990.

1113E

[Sasha and a Patient Friend](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[enslaved's solution](#)

3991.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[enslaved's solution](#)

3992.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[enslaved's solution](#)

3993.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[enslaved's solution](#)

3994.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[enslaved's solution](#)

3995.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[enslaved's solution](#)

3996.

2162H

[Beautiful Problem](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[enslaved's solution](#)

3997.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math
[enslaved's solution](#)

3998.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[enslaved's solution](#)

3999.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

4000.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[enslaved's solution](#)

4001.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[enslaved's solution](#)

4002.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

4003.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

4004.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[enslaved's solution](#)

4005.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[enslaved's solution](#)

4006.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[enslaved's solution](#)

4007.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[enslaved's solution](#)

4008.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

4009.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[enslaved's solution](#)

4010.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: games, number theory
[enslaved's solution](#)

4011.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings
[enslaved's solution](#)

4012.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, math
[enslaved's solution](#)

4013.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[enslaved's solution](#)

4014.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths
[enslaved's solution](#)

4015.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[enslaved's solution](#)

4016.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[enslaved's solution](#)

4017.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft
[enslaved's solution](#)

4018.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[enslaved's solution](#)

4019.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[enslaved's solution](#)

4020.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

4021.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[enslaved's solution](#)

4022.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[enslaved's solution](#)

4023.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[enslaved's solution](#)

4024.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 3000 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[enslaved's solution](#)

4025.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[enslaved's solution](#)

4026.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[enslaved's solution](#)

4027.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[enslaved's solution](#)

4028.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-05-15 · last AC: 2025-05-15 · PyPy 3-64 (first AC) · Tags: fft, math

[enslaved's solution](#)

4029.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[enslaved's solution](#)

4030.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[enslaved's solution](#)

4031.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4032.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs
[enslaved's solution](#)

4033.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[enslaved's solution](#)

4034.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[enslaved's solution](#)

4035.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[enslaved's solution](#)

4036.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[enslaved's solution](#)

4037.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[enslaved's solution](#)

4038.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities
[enslaved's solution](#)

4039.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[enslaved's solution](#)

4040.

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[enslaved's solution](#)

4041.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[enslaved's solution](#)

4042.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[enslaved's solution](#)

4043.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[enslaved's solution](#)

4044.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[enslaved's solution](#)

4045.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,944 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[enslaved's solution](#)

4046.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,482 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[enslaved's solution](#)

4047.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[enslaved's solution](#)

4048.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[enslaved's solution](#)

4049.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[enslaved's solution](#)

4050.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,121 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[enslaved's solution](#)

4051.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[enslaved's solution](#)

4052.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[enslaved's solution](#)

4053.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[enslaved's solution](#)

4054.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[enslaved's solution](#)

4055.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[enslaved's solution](#)

4056.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,949 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[enslaved's solution](#)

4057.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[enslaved's solution](#)

4058.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[enslaved's solution](#)

4059.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[enslaved's solution](#)

4060.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[enslaved's solution](#)

4061.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[enslaved's solution](#)

4062.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[enslaved's solution](#)

4063.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[enslaved's solution](#)

4064.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
[enslaved's solution](#)

4065.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[enslaved's solution](#)

4066.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
[enslaved's solution](#)

4067.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[enslaved's solution](#)

4068.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[enslaved's solution](#)

4069.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[enslaved's solution](#)

4070.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[enslaved's solution](#)

4071.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[enslaved's solution](#)

4072.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[enslaved's solution](#)

4073.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[enslaved's solution](#)

4074.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4075.

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4076.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4077.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4078.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4079.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4080.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[enslaved's solution](#)

4081.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4082.

106268B

[Minimizing Wildlife Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4083.

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4084.

106250A

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4085.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4086.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4087.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4088.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4089.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4090.

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4091.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4092.

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4093.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4094.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4095.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4096.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4097.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4098.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4099.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4100.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4101.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4102.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4103.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4104.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4105.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4106.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math
[enslaved's solution](#)

4107.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
[enslaved's solution](#)

4108.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[enslaved's solution](#)

4109.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[enslaved's solution](#)

4110.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4111.

106144L

[Red and Blue Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4112.

106144D

[Gooseberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4113.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4114.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4115.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4116.

106144G

[String Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4117.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4118.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4119.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4120.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4121.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4122.

105837D

[Indivisible Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4123.

105837C

[Busy Beaver's Colorful Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4124.

105837B

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4125.

105837A

[Balls and Bins](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4126.

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4127.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4128.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4129.

105833I

[Independent Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4130.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4131.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4132.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4133.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4134.

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4135.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4136.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4137.

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4138.

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4139.

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4140.

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[enslaved's solution](#)

4141.

105822A

[Nice Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: —
[enslaved's solution](#)

4142.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4143.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4144.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4145.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4146.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4147.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4148.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4149.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4150.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4151.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4152.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4153.

105755I

[In the News](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4154.

105755K

[Killer Cows](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4155.

105755J

[Joystick Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4156.

105755H

[Heaps of Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4157.

105755F

[Fill the Gym with Argon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4158.

105755G

[Grids of Grids](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4159.

105755E

[Even Even Odd Odd](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4160.

105755D

[Drowsy Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4161.

105755C

[Count Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4162.

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4163.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4164.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4165.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4166.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4167.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4168.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4169.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4170.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4171.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4172.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4173.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4174.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4175.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4176.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4177.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4178.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4179.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4180.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4181.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4182.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4183.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4184.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4185.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4186.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4187.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4188.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4189.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4190.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4191.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4192.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4193.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4194.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4195.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4196.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4197.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4198.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4199.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4200.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4201.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4202.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4203.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4204.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4205.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4206.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4207.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4208.

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4209.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4210.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4211.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4212.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4213.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4214.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4215.

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4216.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4217.

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4218.

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4219.

105384F

[Formal Fring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4220.

105384E

[Equalizer Ehrmantraut](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4221.

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4222.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4223.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4224.

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4225.

105384B

[Breaking Bad](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4226.

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4227.

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4228.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4229.

105461L

[Drawing Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4230.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4231.

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4232.

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4233.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4234.

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4235.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4236.

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4237.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4238.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4239.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4240.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4241.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: —
[enslaved's solution](#)

4242.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4243.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4244.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4245.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4246.

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4247.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4248.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4249.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4250.

105167E

[Erd 2Ôv-ç! urq-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4251.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4252.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4253.

105167G

[Glitchy Language Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · Python 3 (first AC) · Tags: —
[enslaved's solution](#)

4254.

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4255.

105167C

[Counting Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4256.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4257.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4258.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4259.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4260.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4261.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4262.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4263.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4264.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4265.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4266.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4267.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4268.

105112B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4269.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4270.

105125D

[Subarray Majority](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4271.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4272.

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4273.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4274.

105114M

[Mirinae](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4275.

105114K

[Kinda Ok Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4276.

105114J

[Journey of the Repetitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4277.

105114I

[Infinitely Long Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4278.

105114H

[Hard Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4279.

105114G

[Gear Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4280.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4281.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4282.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4283.

105053H

[Harmonic Operations](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4284.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4285.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4286.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4287.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4288.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4289.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4290.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[enslaved's solution](#)

4291.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4292.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4293.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4294.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4295.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4296.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4297.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4298.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4299.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4300.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4301.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4302.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4303.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4304.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4305.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4306.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4307.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4308.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4309.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4310.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4311.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4312.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4313.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4314.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4315.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4316.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4317.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4318.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4319.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4320.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4321.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4322.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4323.

104772D

[Divisibility Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4324.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4325.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4326.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4327.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4328.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4329.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4330.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4331.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4332.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4333.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4334.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4335.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4336.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4337.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4338.

103698A

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4339.

103698B

[Majhong](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4340.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4341.

103698D

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4342.

103698C

[The 80/20 Rule](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[enslaved's solution](#)

4343.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[enslaved's solution](#)

4344.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[enslaved's solution](#)

4345.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[enslaved's solution](#)

4346.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[enslaved's solution](#)

4347.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[enslaved's solution](#)

4348.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search

[enslaved's solution](#)

4349.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[enslaved's solution](#)

4350.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[enslaved's solution](#)

4351.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[enslaved's solution](#)

4352.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[enslaved's solution](#)

4353.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[enslaved's solution](#)

4354.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[enslaved's solution](#)

4355.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[enslaved's solution](#)

4356.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[enslaved's solution](#)

4357.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[enslaved's solution](#)