

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

<https://cfelitetracker.vercel.app>

Unique solved — fallleaves01

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

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

Filters: none

Count: 1,660

1.

2193B

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

Quality: 30,118 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[fallleaves01's solution](#)

2.

2193A

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

Quality: 42,656 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[fallleaves01's solution](#)

3.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

4.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,708 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[fallleaves01's solution](#)

5.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,090 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[fallleaves01's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[fallleaves01's solution](#)

8.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[fallleaves01's solution](#)

9.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[fallleaves01's solution](#)

10.

2118A

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

Quality: 29,118 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[fallleaves01's solution](#)

11.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[fallleaves01's solution](#)

12.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[fallleaves01's solution](#)

13.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[fallleaves01's solution](#)

14.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,759 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[fallleaves01's solution](#)

15.

2051A

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

Quality: 35,179 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[fallleaves01's solution](#)

16.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

17.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[fallleaves01's solution](#)

18.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[fallleaves01's solution](#)

19.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[fallleaves01's solution](#)

20.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[fallleaves01's solution](#)

21.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[fallleaves01's solution](#)

22.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

23.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[fallleaves01's solution](#)

24.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[fallleaves01's solution](#)

25.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[fallleaves01's solution](#)

26.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[fallleaves01's solution](#)

27.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[fallleaves01's solution](#)

28.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[fallleaves01's solution](#)

29.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)

30.

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
[fallleaves01's solution](#)

31.

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
[fallleaves01's solution](#)

32.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[fallleaves01's solution](#)

33.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[fallleaves01's solution](#)

34.

1968B

[Prefequence](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[fallleaves01's solution](#)

35.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[fallleaves01's solution](#)

36.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)

37.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[fallleaves01's solution](#)

38.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[fallleaves01's solution](#)

39.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[fallleaves01's solution](#)

40.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[fallleaves01's solution](#)

41.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[fallleaves01's solution](#)

42.

1926A

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

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[fallleaves01's solution](#)

43.

1930A

[Maximise The Score](#) · Tutorial

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[fallleaves01's solution](#)

44.

1929B

[Sasha and the Drawing](#) · Tutorial

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

45.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[fallleaves01's solution](#)

46.

1928A

[Rectangle Cutting](#) · Tutorial

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[fallleaves01's solution](#)

47.

1927A

[Make it White](#) · Tutorial

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[fallleaves01's solution](#)

48.

1912L

[LOL Lovers](#) · Tutorial

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
[fallleaves01's solution](#)

49.

1829C

[Mr. Perfectly Fine](#) · Tutorial

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
[fallleaves01's solution](#)

50.

1829B

[Blank Space](#) · Tutorial

Quality: 78,032 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[fallleaves01's solution](#)

51.

1829A

[Love Story](#) · Tutorial

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[fallleaves01's solution](#)

52.

1776A

[Walking Boy](#) · Tutorial

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[fallleaves01's solution](#)

53.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[fallleaves01's solution](#)

54.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,994 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[fallleaves01's solution](#)

55.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

56.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[fallleaves01's solution](#)

57.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[fallleaves01's solution](#)

58.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[fallleaves01's solution](#)

59.

1783A

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

Quality: 48,720 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[fallleaves01's solution](#)

60.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[fallleaves01's solution](#)

61.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[fallleaves01's solution](#)

62.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[fallleaves01's solution](#)

63.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fallleaves01's solution](#)

64.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

65.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[fallleaves01's solution](#)

66.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[fallleaves01's solution](#)

67.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[fallleaves01's solution](#)

68.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)

69.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: strings
[fallleaves01's solution](#)

70.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[fallleaves01's solution](#)

71.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[fallleaves01's solution](#)

72.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[fallleaves01's solution](#)

73.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[fallleaves01's solution](#)

74.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[fallleaves01's solution](#)

75.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[fallleaves01's solution](#)

76.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fallleaves01's solution](#)

77.

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[fallleaves01's solution](#)

78.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fallleaves01's solution](#)

79.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[fallleaves01's solution](#)

80.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[fallleaves01's solution](#)

81.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[fallleaves01's solution](#)

82.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fallleaves01's solution](#)

83.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[fallleaves01's solution](#)

84.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[fallleaves01's solution](#)

85.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fallleaves01's solution](#)

86.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

87.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fallleaves01's solution](#)

88.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[fallleaves01's solution](#)

89.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[fallleaves01's solution](#)

90.

1589A

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

Rating: 800 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[fallleaves01's solution](#)

91.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

92.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fallleaves01's solution](#)

93.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

[fallleaves01's solution](#)

94.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

95.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[fallleaves01's solution](#)

- 96.**
1497A
[Meximization](#) · [Tutorial](#)
Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings
[fallleaves01's solution](#)
- 97.**
1493A
[Anti-knapsack](#) · [Tutorial](#)
Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[fallleaves01's solution](#)
- 98.**
1491A
[K-th Largest Value](#) · [Tutorial](#)
Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[fallleaves01's solution](#)
- 99.**
1492A
[Three swimmers](#) · [Tutorial](#)
Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[fallleaves01's solution](#)
- 100.**
1490A
[Dense Array](#) · [Tutorial](#)
Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)
- 101.**
1487A
[Arena](#) · [Tutorial](#)
Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[fallleaves01's solution](#)
- 102.**
1481A
[Space Navigation](#) · [Tutorial](#)
Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[fallleaves01's solution](#)
- 103.**
1474A
[Puzzle From the Future](#) · [Tutorial](#)
Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy
[fallleaves01's solution](#)
- 104.**
1473A
[Replacing Elements](#) · [Tutorial](#)
Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[fallleaves01's solution](#)
- 105.**
1472A
[Cards for Friends](#) · [Tutorial](#)
Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)
- 106.**
1472B
[Fair Division](#) · [Tutorial](#)
Quality: 59,844 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[fallleaves01's solution](#)

107.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)

108.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[fallleaves01's solution](#)

109.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fallleaves01's solution](#)

110.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,472 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[fallleaves01's solution](#)

111.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[fallleaves01's solution](#)

112.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[fallleaves01's solution](#)

113.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fallleaves01's solution](#)

114.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fallleaves01's solution](#)

115.

1150A

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

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

116.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fallleaves01's solution](#)

117.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[fallleaves01's solution](#)

118.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: brute force, implementation
[fallleaves01's solution](#)

119.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: implementation
[fallleaves01's solution](#)

120.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: sortings
[fallleaves01's solution](#)

121.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation
[fallleaves01's solution](#)

122.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: implementation, math
[fallleaves01's solution](#)

123.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation
[fallleaves01's solution](#)

124.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

125.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: implementation, math
[fallleaves01's solution](#)

126.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: implementation
[fallleaves01's solution](#)

127.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: brute force, dp
[fallleaves01's solution](#)

128.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: implementation
[fallleaves01's solution](#)

129.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,986 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[fallleaves01's solution](#)

130.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)

131.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[fallleaves01's solution](#)

132.

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[fallleaves01's solution](#)

133.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[fallleaves01's solution](#)

134.

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

135.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

136.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[fallleaves01's solution](#)

137.

1927B

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

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[fallleaves01's solution](#)

138.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[fallleaves01's solution](#)

139.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[fallleaves01's solution](#)

140.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

141.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fallleaves01's solution](#)

142.

1764B

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

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

[fallleaves01's solution](#)

143.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[fallleaves01's solution](#)

144.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[fallleaves01's solution](#)

145.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fallleaves01's solution](#)

146.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

147.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[fallleaves01's solution](#)

148.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[fallleaves01's solution](#)

149.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,449 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[fallleaves01's solution](#)

150.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

151.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[fallleaves01's solution](#)

152.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

153.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,816 global accepts · Rating: 900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math, number theory
[fallleaves01's solution](#)

154.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,251 global accepts · Rating: 900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, dp, math
[fallleaves01's solution](#)

155.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[fallleaves01's solution](#)

156.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,984 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[fallleaves01's solution](#)

157.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

158.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[fallleaves01's solution](#)

159.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-28 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[fallleaves01's solution](#)

160.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: implementation
[fallleaves01's solution](#)

161.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

162.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math

[fallleaves01's solution](#)

163.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation

[fallleaves01's solution](#)

164.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,717 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[fallleaves01's solution](#)

165.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,742 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[fallleaves01's solution](#)

166.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[fallleaves01's solution](#)

167.

2051C

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

Quality: 28,011 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[fallleaves01's solution](#)

168.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fallleaves01's solution](#)

169.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[fallleaves01's solution](#)

170.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fallleaves01's solution](#)

171.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[fallleaves01's solution](#)

172.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[fallleaves01's solution](#)

173.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[fallleaves01's solution](#)

174.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[fallleaves01's solution](#)

175.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fallleaves01's solution](#)

176.

1785A

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

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

[fallleaves01's solution](#)

177.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[fallleaves01's solution](#)

178.

1770B

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

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

[fallleaves01's solution](#)

179.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[fallleaves01's solution](#)

180.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[fallleaves01's solution](#)

181.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[fallleaves01's solution](#)

182.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[fallleaves01's solution](#)

183.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[fallleaves01's solution](#)

184.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[fallleaves01's solution](#)

185.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[fallleaves01's solution](#)

186.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[fallleaves01's solution](#)

187.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[fallleaves01's solution](#)

188.

1589B

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

Rating: 1000 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[fallleaves01's solution](#)

189.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[fallleaves01's solution](#)

190.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[fallleaves01's solution](#)

191.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[fallleaves01's solution](#)

192.

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[fallleaves01's solution](#)

193.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[fallleaves01's solution](#)

194.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,332 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[fallleaves01's solution](#)

195.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[fallleaves01's solution](#)

196.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,071 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[fallleaves01's solution](#)

197.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[fallleaves01's solution](#)

198.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fallleaves01's solution](#)

199.

1155A

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

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[fallleaves01's solution](#)

200.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[fallleaves01's solution](#)

201.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fallleaves01's solution](#)

202.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[fallleaves01's solution](#)

203.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: sortings
[fallleaves01's solution](#)

204.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: implementation
[fallleaves01's solution](#)

205.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,575 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[fallleaves01's solution](#)

206.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[fallleaves01's solution](#)

207.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[fallleaves01's solution](#)

208.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[fallleaves01's solution](#)

209.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[fallleaves01's solution](#)

210.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[fallleaves01's solution](#)

211.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[fallleaves01's solution](#)

212.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

213.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[fallleaves01's solution](#)

214.

1948B

[Array Fix](#) · [Tutorial](#)

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

[fallleaves01's solution](#)

215.

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[fallleaves01's solution](#)

216.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[fallleaves01's solution](#)

217.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[fallleaves01's solution](#)

218.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[fallleaves01's solution](#)

219.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[fallleaves01's solution](#)

220.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

221.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[fallleaves01's solution](#)

222.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[fallleaves01's solution](#)

223.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fallleaves01's solution](#)

224.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[fallleaves01's solution](#)

225.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fallleaves01's solution](#)

226.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[fallleaves01's solution](#)

227.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[fallleaves01's solution](#)

228.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,407 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[fallleaves01's solution](#)

229.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[fallleaves01's solution](#)

230.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[fallleaves01's solution](#)

231.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,342 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[fallleaves01's solution](#)

232.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fallleaves01's solution](#)

233.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[fallleaves01's solution](#)

234.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

235.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fallleaves01's solution](#)

236.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fallleaves01's solution](#)

237.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: sortings, strings

[fallleaves01's solution](#)

238.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: math

[fallleaves01's solution](#)

239.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: implementation

[fallleaves01's solution](#)

240.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

241.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: brute force, implementation, number theory

[fallleaves01's solution](#)

242.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[fallleaves01's solution](#)

243.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[fallleaves01's solution](#)

244.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,067 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[fallleaves01's solution](#)

245.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fallleaves01's solution](#)

246.

2053B

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

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

[fallleaves01's solution](#)

247.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[fallleaves01's solution](#)

248.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[fallleaves01's solution](#)

249.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[fallleaves01's solution](#)

250.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

251.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[fallleaves01's solution](#)

252.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[fallleaves01's solution](#)

253.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[fallleaves01's solution](#)

254.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[fallleaves01's solution](#)

255.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[fallleaves01's solution](#)

256.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 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
[fallleaves01's solution](#)

257.

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[fallleaves01's solution](#)

258.

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
[fallleaves01's solution](#)

259.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[fallleaves01's solution](#)

260.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[fallleaves01's solution](#)

261.

1926C

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

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[fallleaves01's solution](#)

262.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[fallleaves01's solution](#)

263.

1848B

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

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[fallleaves01's solution](#)

264.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[fallleaves01's solution](#)

265.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[fallleaves01's solution](#)

266.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

267.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[fallleaves01's solution](#)

268.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[fallleaves01's solution](#)

269.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[fallleaves01's solution](#)

270.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[fallleaves01's solution](#)

271.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[fallleaves01's solution](#)

272.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,356 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

273.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[fallleaves01's solution](#)

274.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[fallleaves01's solution](#)

275.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[fallleaves01's solution](#)

276.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,689 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

277.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[fallleaves01's solution](#)

278.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[fallleaves01's solution](#)

279.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[fallleaves01's solution](#)

280.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[fallleaves01's solution](#)

281.

1150C

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

Rating: 1200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fallleaves01's solution](#)

282.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[fallleaves01's solution](#)

283.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[fallleaves01's solution](#)

284.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

285.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fallleaves01's solution](#)

286.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: data structures, dp, implementation, two pointers

[fallleaves01's solution](#)

287.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · GNU C++ (first AC) · Tags: brute force, implementation

[fallleaves01's solution](#)

288.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[fallleaves01's solution](#)

289.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-18 · GNU C++ (first AC) · Tags: implementation

[fallleaves01's solution](#)

290.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[fallleaves01's solution](#)

291.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[fallleaves01's solution](#)

292.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation

[fallleaves01's solution](#)

293.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,203 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[fallleaves01's solution](#)

294.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,900 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[fallleaves01's solution](#)

295.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[fallleaves01's solution](#)

296.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

297.

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

[fallleaves01's solution](#)

298.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[fallleaves01's solution](#)

299.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[fallleaves01's solution](#)

300.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

301.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[fallleaves01's solution](#)

302.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 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

[fallleaves01's solution](#)

303.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)

304.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[fallleaves01's solution](#)

305.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[fallleaves01's solution](#)

306.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[fallleaves01's solution](#)

307.

1927D

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

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[fallleaves01's solution](#)

308.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[fallleaves01's solution](#)

309.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[fallleaves01's solution](#)

310.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

311.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[fallleaves01's solution](#)

312.

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[fallleaves01's solution](#)

313.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[fallleaves01's solution](#)

314.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[fallleaves01's solution](#)

315.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[fallleaves01's solution](#)

316.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[fallleaves01's solution](#)

317.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[fallleaves01's solution](#)

318.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[fallleaves01's solution](#)

319.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[fallleaves01's solution](#)

320.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[fallleaves01's solution](#)

321.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[fallleaves01's solution](#)

322.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[fallleaves01's solution](#)

323.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[fallleaves01's solution](#)

324.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[fallleaves01's solution](#)

325.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[fallleaves01's solution](#)

326.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[fallleaves01's solution](#)

327.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

328.

1008C

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

Rating: 1300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[fallleaves01's solution](#)

329.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-25 · GNU C++ (first AC) · Tags: brute force, implementation

[fallleaves01's solution](#)

330.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[fallleaves01's solution](#)

331.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: brute force

[fallleaves01's solution](#)

332.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: brute force, implementation

[fallleaves01's solution](#)

333.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: implementation, math, number theory

[fallleaves01's solution](#)

334.

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[fallleaves01's solution](#)

335.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[fallleaves01's solution](#)

336.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[fallleaves01's solution](#)

337.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 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

[fallleaves01's solution](#)

338.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[fallleaves01's solution](#)

339.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[fallleaves01's solution](#)

340.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[fallleaves01's solution](#)

341.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[fallleaves01's solution](#)

342.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[fallleaves01's solution](#)

343.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[fallleaves01's solution](#)

344.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[fallleaves01's solution](#)

345.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[fallleaves01's solution](#)

346.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[fallleaves01's solution](#)

347.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[fallleaves01's solution](#)

348.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[fallleaves01's solution](#)

349.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[fallleaves01's solution](#)

350.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[fallleaves01's solution](#)

351.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[fallleaves01's solution](#)

352.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[fallleaves01's solution](#)

353.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[fallleaves01's solution](#)

354.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[fallleaves01's solution](#)

355.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[fallleaves01's solution](#)

356.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[fallleaves01's solution](#)

357.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[fallleaves01's solution](#)

358.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[fallleaves01's solution](#)

359.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[fallleaves01's solution](#)

360.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[fallleaves01's solution](#)

361.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[fallleaves01's solution](#)

362.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fallleaves01's solution](#)

363.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[fallleaves01's solution](#)

364.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[fallleaves01's solution](#)

365.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

366.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[fallleaves01's solution](#)

367.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[fallleaves01's solution](#)

368.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: implementation, trees

[fallleaves01's solution](#)

369.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[fallleaves01's solution](#)

370.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings

[fallleaves01's solution](#)

371.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: implementation, strings

[fallleaves01's solution](#)

372.

867B

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

Rating: 1400 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math

[fallleaves01's solution](#)

373.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[fallleaves01's solution](#)

374.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[fallleaves01's solution](#)

375.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[fallleaves01's solution](#)

376.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[fallleaves01's solution](#)

377.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[fallleaves01's solution](#)

378.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[fallleaves01's solution](#)

379.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[fallleaves01's solution](#)

380.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[fallleaves01's solution](#)

381.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[fallleaves01's solution](#)

382.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[fallleaves01's solution](#)

383.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[fallleaves01's solution](#)

384.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

385.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[fallleaves01's solution](#)

386.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fallleaves01's solution](#)

387.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[fallleaves01's solution](#)

388.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[fallleaves01's solution](#)

389.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[fallleaves01's solution](#)

390.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[fallleaves01's solution](#)

391.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fallleaves01's solution](#)

392.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fallleaves01's solution](#)

393.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[fallleaves01's solution](#)

394.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[fallleaves01's solution](#)

395.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fallleaves01's solution](#)

396.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[fallleaves01's solution](#)

397.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[fallleaves01's solution](#)

398.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[fallleaves01's solution](#)

399.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[fallleaves01's solution](#)

400.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[fallleaves01's solution](#)

401.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[fallleaves01's solution](#)

402.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[fallleaves01's solution](#)

403.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[fallleaves01's solution](#)

404.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[fallleaves01's solution](#)

405.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

406.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[fallleaves01's solution](#)

407.

1405C

[Balanced Bitstring](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[fallleaves01's solution](#)

408.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fallleaves01's solution](#)

409.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fallleaves01's solution](#)

410.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[fallleaves01's solution](#)

411.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[fallleaves01's solution](#)

412.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy

[fallleaves01's solution](#)

413.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: brute force, implementation

[fallleaves01's solution](#)

414.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[fallleaves01's solution](#)

415.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,462 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)

416.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[fallleaves01's solution](#)

417.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,957 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[fallleaves01's solution](#)

418.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, greedy, sortings, two pointers

[fallleaves01's solution](#)

419.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[fallleaves01's solution](#)

420.

2040C

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

Quality: 10,782 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

[fallleaves01's solution](#)

421.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[fallleaves01's solution](#)

422.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[fallleaves01's solution](#)

423.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[fallleaves01's solution](#)

424.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[fallleaves01's solution](#)

425.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fallleaves01's solution](#)

426.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[fallleaves01's solution](#)

427.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

428.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[fallleaves01's solution](#)

429.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[fallleaves01's solution](#)

430.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,411 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[fallleaves01's solution](#)

431.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[fallleaves01's solution](#)

432.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[fallleaves01's solution](#)

433.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[fallleaves01's solution](#)

434.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[fallleaves01's solution](#)

435.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[fallleaves01's solution](#)

436.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[fallleaves01's solution](#)

437.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fallleaves01's solution](#)

438.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

439.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[fallleaves01's solution](#)

440.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[fallleaves01's solution](#)

441.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fallleaves01's solution](#)

442.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

443.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fallleaves01's solution](#)

444.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[fallleaves01's solution](#)

445.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

446.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[fallleaves01's solution](#)

447.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[fallleaves01's solution](#)

448.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[fallleaves01's solution](#)

449.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[fallleaves01's solution](#)

450.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[fallleaves01's solution](#)

451.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[fallleaves01's solution](#)

452.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · last AC: 2018-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

453.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[fallleaves01's solution](#)

454.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-25 · GNU C++ (first AC) · Tags: bitmasks, implementation, strings

[fallleaves01's solution](#)

455.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: greedy

[fallleaves01's solution](#)

456.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[fallleaves01's solution](#)

457.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[fallleaves01's solution](#)

458.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[fallleaves01's solution](#)

459.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[fallleaves01's solution](#)

460.

2027D1

[The Endspeaker \(Easy Version\) · Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[fallleaves01's solution](#)

461.

2041D

[Drunken Maze · Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[fallleaves01's solution](#)

462.

2023B

[Skipping · Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[fallleaves01's solution](#)

463.

1329B

[Dreamoon Likes Sequences · Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[fallleaves01's solution](#)

464.

2018C

[Tree Pruning · Tutorial](#)

Quality: 9,645 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

[fallleaves01's solution](#)

465.

2006A

[Iris and Game on the Tree · Tutorial](#)

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[fallleaves01's solution](#)

466.

1982D

[Beauty of the mountains · Tutorial](#)

Quality: 9,769 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

[fallleaves01's solution](#)

467.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[fallleaves01's solution](#)

468.

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

[fallleaves01's solution](#)

469.

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[fallleaves01's solution](#)

470.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[fallleaves01's solution](#)

471.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[fallleaves01's solution](#)

472.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[fallleaves01's solution](#)

473.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[fallleaves01's solution](#)

474.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[fallleaves01's solution](#)

475.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[fallleaves01's solution](#)

476.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[fallleaves01's solution](#)

477.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers
[fallleaves01's solution](#)

478.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[fallleaves01's solution](#)

479.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp,

hashing, shortest paths

[fallleaves01's solution](#)

480.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[fallleaves01's solution](#)

481.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fallleaves01's solution](#)

482.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[fallleaves01's solution](#)

483.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fallleaves01's solution](#)

484.

1586C

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

Rating: 1700 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[fallleaves01's solution](#)

485.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fallleaves01's solution](#)

486.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fallleaves01's solution](#)

487.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fallleaves01's solution](#)

488.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fallleaves01's solution](#)

489.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[fallleaves01's solution](#)

490.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[fallleaves01's solution](#)

491.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[fallleaves01's solution](#)

492.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[fallleaves01's solution](#)

493.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[fallleaves01's solution](#)

494.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[fallleaves01's solution](#)

495.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[fallleaves01's solution](#)

496.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[fallleaves01's solution](#)

497.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

498.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[fallleaves01's solution](#)

499.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

sortings

[fallleaves01's solution](#)

500.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[fallleaves01's solution](#)

501.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[fallleaves01's solution](#)

502.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[fallleaves01's solution](#)

503.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

504.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-04 · GNU C++ (first AC) · Tags: binary search, combinatorics, math

[fallleaves01's solution](#)

505.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2017-11-21 · GNU C++ (first AC) · Tags: data structures, trees

[fallleaves01's solution](#)

506.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[fallleaves01's solution](#)

507.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[fallleaves01's solution](#)

508.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[fallleaves01's solution](#)

509.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[fallleaves01's solution](#)

510.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[fallleaves01's solution](#)

511.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fallleaves01's solution](#)

512.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fallleaves01's solution](#)

513.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[fallleaves01's solution](#)

514.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[fallleaves01's solution](#)

515.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[fallleaves01's solution](#)

516.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[fallleaves01's solution](#)

517.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[fallleaves01's solution](#)

518.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[fallleaves01's solution](#)

519.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, dp, greedy, sortings

[fallleaves01's solution](#)

520.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[fallleaves01's solution](#)

521.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[fallleaves01's solution](#)

522.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp

[fallleaves01's solution](#)

523.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

524.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[fallleaves01's solution](#)

525.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[fallleaves01's solution](#)

526.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[fallleaves01's solution](#)

527.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[fallleaves01's solution](#)

528.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[fallleaves01's solution](#)

529.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[fallleaves01's solution](#)

530.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[fallleaves01's solution](#)

531.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[fallleaves01's solution](#)

532.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[fallleaves01's solution](#)

533.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[fallleaves01's solution](#)

534.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[fallleaves01's solution](#)

535.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[fallleaves01's solution](#)

536.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[fallleaves01's solution](#)

537.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[fallleaves01's solution](#)

538.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[fallleaves01's solution](#)

539.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[fallleaves01's solution](#)

540.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fallleaves01's solution](#)

541.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[fallleaves01's solution](#)

542.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[fallleaves01's solution](#)

543.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[fallleaves01's solution](#)

544.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[fallleaves01's solution](#)

545.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[fallleaves01's solution](#)

546.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[fallleaves01's solution](#)

547.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[fallleaves01's solution](#)

548.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[fallleaves01's solution](#)

549.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fallleaves01's solution](#)

550.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: brute force, math

[fallleaves01's solution](#)

551.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: math

[fallleaves01's solution](#)

552.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: dp

[fallleaves01's solution](#)

553.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

554.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[fallleaves01's solution](#)

555.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[fallleaves01's solution](#)

556.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[fallleaves01's solution](#)

557.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[fallleaves01's solution](#)

558.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[fallleaves01's solution](#)

559.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 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

[fallleaves01's solution](#)

560.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[fallleaves01's solution](#)

561.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

562.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[fallleaves01's solution](#)

563.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[fallleaves01's solution](#)

564.

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

[fallleaves01's solution](#)

565.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[fallleaves01's solution](#)

566.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[fallleaves01's solution](#)

567.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[fallleaves01's solution](#)

568.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[fallleaves01's solution](#)

569.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[fallleaves01's solution](#)

570.

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

[fallleaves01's solution](#)

571.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[fallleaves01's solution](#)

572.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[fallleaves01's solution](#)

573.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[fallleaves01's solution](#)

574.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[fallleaves01's solution](#)

575.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[fallleaves01's solution](#)

576.

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

[fallleaves01's solution](#)

577.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

578.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[fallleaves01's solution](#)

579.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[fallleaves01's solution](#)

580.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[fallleaves01's solution](#)

581.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[fallleaves01's solution](#)

582.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[fallleaves01's solution](#)

583.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[fallleaves01's solution](#)

584.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[fallleaves01's solution](#)

585.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[fallleaves01's solution](#)

586.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[fallleaves01's solution](#)

587.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[fallleaves01's solution](#)

588.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[fallleaves01's solution](#)

589.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[fallleaves01's solution](#)

590.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[fallleaves01's solution](#)

591.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fallleaves01's solution](#)

592.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[fallleaves01's solution](#)

593.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

594.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[fallleaves01's solution](#)

595.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[fallleaves01's solution](#)

596.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[fallleaves01's solution](#)

597.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fallleaves01's solution](#)

598.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[fallleaves01's solution](#)

599.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[fallleaves01's solution](#)

600.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[fallleaves01's solution](#)

601.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[fallleaves01's solution](#)

602.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[fallleaves01's solution](#)

603.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[fallleaves01's solution](#)

604.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[fallleaves01's solution](#)

605.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp

[fallleaves01's solution](#)

606.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[fallleaves01's solution](#)

607.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[fallleaves01's solution](#)

608.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fallleaves01's solution](#)

609.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[fallleaves01's solution](#)

610.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[fallleaves01's solution](#)

611.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[fallleaves01's solution](#)

612.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[fallleaves01's solution](#)

613.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fallleaves01's solution](#)

614.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fallleaves01's solution](#)

615.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[fallleaves01's solution](#)

616.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: data structures

[fallleaves01's solution](#)

617.

950E

[Data Center Maintenance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: 2-sat, graphs

[fallleaves01's solution](#)

618.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: constructive algorithms, math

[fallleaves01's solution](#)

619.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[fallleaves01's solution](#)

620.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

621.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, geometry, greedy, implementation, math, ternary search, two pointers

[fallleaves01's solution](#)

622.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[fallleaves01's solution](#)

623.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[fallleaves01's solution](#)

624.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

625.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[fallleaves01's solution](#)

626.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[fallleaves01's solution](#)

627.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[fallleaves01's solution](#)

628.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[fallleaves01's solution](#)

629.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[fallleaves01's solution](#)

630.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[fallleaves01's solution](#)

631.

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

[fallleaves01's solution](#)

632.

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

[fallleaves01's solution](#)

633.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[fallleaves01's solution](#)

634.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fallleaves01's solution](#)

635.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[fallleaves01's solution](#)

636.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[fallleaves01's solution](#)

637.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[fallleaves01's solution](#)

638.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[fallleaves01's solution](#)

639.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[fallleaves01's solution](#)

640.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[fallleaves01's solution](#)

641.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[fallleaves01's solution](#)

642.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[fallleaves01's solution](#)

643.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[fallleaves01's solution](#)

644.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

645.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)

646.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[fallleaves01's solution](#)

647.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[fallleaves01's solution](#)

648.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[fallleaves01's solution](#)

649.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[fallleaves01's solution](#)

650.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[fallleaves01's solution](#)

651.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[fallleaves01's solution](#)

652.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[fallleaves01's solution](#)

653.

1589D

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

Rating: 2000 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[fallleaves01's solution](#)

654.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[fallleaves01's solution](#)

655.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[fallleaves01's solution](#)

656.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[fallleaves01's solution](#)

657.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[fallleaves01's solution](#)

658.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2018-07-06 · last AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[fallleaves01's solution](#)

659.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

660.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[fallleaves01's solution](#)

661.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[fallleaves01's solution](#)

662.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs
[fallleaves01's solution](#)

663.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[fallleaves01's solution](#)

664.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[fallleaves01's solution](#)

665.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[fallleaves01's solution](#)

666.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[fallleaves01's solution](#)

667.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
[fallleaves01's solution](#)

668.

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
[fallleaves01's solution](#)

669.

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
[fallleaves01's solution](#)

670.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

671.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[fallleaves01's solution](#)

672.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[fallleaves01's solution](#)

673.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[fallleaves01's solution](#)

674.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[fallleaves01's solution](#)

675.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[fallleaves01's solution](#)

676.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[fallleaves01's solution](#)

677.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[fallleaves01's solution](#)

678.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[fallleaves01's solution](#)

679.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[fallleaves01's solution](#)

680.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[fallleaves01's solution](#)

681.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[fallleaves01's solution](#)

682.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[fallleaves01's solution](#)

683.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[fallleaves01's solution](#)

684.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[fallleaves01's solution](#)

685.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

686.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[fallleaves01's solution](#)

687.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[fallleaves01's solution](#)

688.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dp, math, number theory

[fallleaves01's solution](#)

689.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[fallleaves01's solution](#)

690.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[fallleaves01's solution](#)

691.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[fallleaves01's solution](#)

692.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[fallleaves01's solution](#)

693.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[fallleaves01's solution](#)

694.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[fallleaves01's solution](#)

695.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[fallleaves01's solution](#)

696.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[fallleaves01's solution](#)

697.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[fallleaves01's solution](#)

698.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[fallleaves01's solution](#)

699.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[fallleaves01's solution](#)

700.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[fallleaves01's solution](#)

701.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[fallleaves01's solution](#)

702.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[fallleaves01's solution](#)

703.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: dp
[fallleaves01's solution](#)

704.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[fallleaves01's solution](#)

705.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees
[fallleaves01's solution](#)

706.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dp, matrices, sortings
[fallleaves01's solution](#)

707.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[fallleaves01's solution](#)

708.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[fallleaves01's solution](#)

709.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

710.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths
[fallleaves01's solution](#)

711.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[fallleaves01's solution](#)

712.

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

[fallleaves01's solution](#)

713.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[fallleaves01's solution](#)

714.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[fallleaves01's solution](#)

715.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[fallleaves01's solution](#)

716.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[fallleaves01's solution](#)

717.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

718.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, geometry, trees

[fallleaves01's solution](#)

719.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[fallleaves01's solution](#)

720.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[fallleaves01's solution](#)

721.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[fallleaves01's solution](#)

722.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fallleaves01's solution](#)

723.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[fallleaves01's solution](#)

724.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[fallleaves01's solution](#)

725.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[fallleaves01's solution](#)

726.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fallleaves01's solution](#)

727.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[fallleaves01's solution](#)

728.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[fallleaves01's solution](#)

729.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[fallleaves01's solution](#)

730.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[fallleaves01's solution](#)

731.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[fallleaves01's solution](#)

732.

1785C

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

Quality: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[fallleaves01's solution](#)

733.

1765F

[Chemistry Lab · Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[fallleaves01's solution](#)

734.

1765H

[Hospital Queue · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[fallleaves01's solution](#)

735.

1721E

[Prefix Function Queries · Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[fallleaves01's solution](#)

736.

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[fallleaves01's solution](#)

737.

1657E

[Star MST · Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[fallleaves01's solution](#)

738.

1630C

[Paint the Middle · Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[fallleaves01's solution](#)

739.

1627E

[Not Escaping · Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[fallleaves01's solution](#)

740.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[fallleaves01's solution](#)

741.

1542D

[Priority Queue · Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[fallleaves01's solution](#)

742.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[fallleaves01's solution](#)

743.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[fallleaves01's solution](#)

744.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[fallleaves01's solution](#)

745.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[fallleaves01's solution](#)

746.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[fallleaves01's solution](#)

747.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[fallleaves01's solution](#)

748.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[fallleaves01's solution](#)

749.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[fallleaves01's solution](#)

750.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[fallleaves01's solution](#)

751.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[fallleaves01's solution](#)

752.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings
[fallleaves01's solution](#)

753.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[fallleaves01's solution](#)

754.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[fallleaves01's solution](#)

755.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math
[fallleaves01's solution](#)

756.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[fallleaves01's solution](#)

757.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[fallleaves01's solution](#)

758.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[fallleaves01's solution](#)

759.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[fallleaves01's solution](#)

760.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[fallleaves01's solution](#)

761.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[fallleaves01's solution](#)

762.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math
[fallleaves01's solution](#)

763.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[fallleaves01's solution](#)

764.

907D

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

Rating: 2200 · first AC: 2017-12-26 · GNU C++ (first AC) · Tags: constructive algorithms
[fallleaves01's solution](#)

765.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[fallleaves01's solution](#)

766.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[fallleaves01's solution](#)

767.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[fallleaves01's solution](#)

768.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[fallleaves01's solution](#)

769.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[fallleaves01's solution](#)

770.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[fallleaves01's solution](#)

771.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[fallleaves01's solution](#)

772.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[fallleaves01's solution](#)

773.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

774.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[fallleaves01's solution](#)

775.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[fallleaves01's solution](#)

776.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[fallleaves01's solution](#)

777.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[fallleaves01's solution](#)

778.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 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

[fallleaves01's solution](#)

779.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[fallleaves01's solution](#)

780.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[fallleaves01's solution](#)

781.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[fallleaves01's solution](#)

782.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

783.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fallleaves01's solution](#)

784.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[fallleaves01's solution](#)

785.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[fallleaves01's solution](#)

786.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[fallleaves01's solution](#)

787.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[fallleaves01's solution](#)

788.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

789.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[fallleaves01's solution](#)

790.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[fallleaves01's solution](#)

791.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[fallleaves01's solution](#)

792.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[fallleaves01's solution](#)

793.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[fallleaves01's solution](#)

794.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[fallleaves01's solution](#)

795.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[fallleaves01's solution](#)

796.

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[fallleaves01's solution](#)

797.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math
[fallleaves01's solution](#)

798.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[fallleaves01's solution](#)

799.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[fallleaves01's solution](#)

800.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities
[fallleaves01's solution](#)

801.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[fallleaves01's solution](#)

802.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[fallleaves01's solution](#)

803.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[fallleaves01's solution](#)

804.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy
[fallleaves01's solution](#)

805.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[fallleaves01's solution](#)

806.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory
[fallleaves01's solution](#)

807.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, math
[fallleaves01's solution](#)

808.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[fallleaves01's solution](#)

809.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[fallleaves01's solution](#)

810.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[fallleaves01's solution](#)

811.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[fallleaves01's solution](#)

812.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

trees

[fallleaves01's solution](#)

813.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2018-06-04 · last AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[fallleaves01's solution](#)

814.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-10 · last AC: 2018-05-23 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, sortings

[fallleaves01's solution](#)

815.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[fallleaves01's solution](#)

816.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2017-11-21 · GNU C++ (first AC) · Tags: data structures, math, matrices

[fallleaves01's solution](#)

817.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-24 · GNU C++ (first AC) · Tags: data structures, flows, hashing

[fallleaves01's solution](#)

818.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[fallleaves01's solution](#)

819.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[fallleaves01's solution](#)

820.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[fallleaves01's solution](#)

821.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

822.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[fallleaves01's solution](#)

823.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[fallleaves01's solution](#)

824.

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

[fallleaves01's solution](#)

825.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[fallleaves01's solution](#)

826.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[fallleaves01's solution](#)

827.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[fallleaves01's solution](#)

828.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[fallleaves01's solution](#)

829.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[fallleaves01's solution](#)

830.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[fallleaves01's solution](#)

831.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[fallleaves01's solution](#)

832.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[fallleaves01's solution](#)

833.

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

[fallleaves01's solution](#)

834.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[fallleaves01's solution](#)

835.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

836.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

837.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[fallleaves01's solution](#)

838.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[fallleaves01's solution](#)

839.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

840.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[fallleaves01's solution](#)

841.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fallleaves01's solution](#)

842.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[fallleaves01's solution](#)

843.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[fallleaves01's solution](#)

844.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[fallleaves01's solution](#)

845.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[fallleaves01's solution](#)

846.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[fallleaves01's solution](#)

847.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[fallleaves01's solution](#)

848.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[fallleaves01's solution](#)

849.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[fallleaves01's solution](#)

850.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[fallleaves01's solution](#)

851.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[fallleaves01's solution](#)

852.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[fallleaves01's solution](#)

853.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[fallleaves01's solution](#)

854.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[fallleaves01's solution](#)

855.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[fallleaves01's solution](#)

856.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[fallleaves01's solution](#)

857.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
[fallleaves01's solution](#)

858.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[fallleaves01's solution](#)

859.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[fallleaves01's solution](#)

860.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[fallleaves01's solution](#)

861.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[fallleaves01's solution](#)

862.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[fallleaves01's solution](#)

863.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[fallleaves01's solution](#)

864.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[fallleaves01's solution](#)

865.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[fallleaves01's solution](#)

866.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[fallleaves01's solution](#)

867.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[fallleaves01's solution](#)

868.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[fallleaves01's solution](#)

869.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings

[fallleaves01's solution](#)

870.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[fallleaves01's solution](#)

871.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[fallleaves01's solution](#)

872.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[fallleaves01's solution](#)

873.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[fallleaves01's solution](#)

874.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[fallleaves01's solution](#)

875.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[fallleaves01's solution](#)

876.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-22 · last AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[fallleaves01's solution](#)

877.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-04-22 · last AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[fallleaves01's solution](#)

878.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: math

[fallleaves01's solution](#)

879.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[fallleaves01's solution](#)

880.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[fallleaves01's solution](#)

881.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[fallleaves01's solution](#)

882.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-14 · last AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[fallleaves01's solution](#)

883.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fallleaves01's solution](#)

884.

984E

[Elevator](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[fallleaves01's solution](#)

885.

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-12-25 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, graphs

[fallleaves01's solution](#)

886.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[fallleaves01's solution](#)

887.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[fallleaves01's solution](#)

888.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[fallleaves01's solution](#)

889.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[fallleaves01's solution](#)

890.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[fallleaves01's solution](#)

891.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[fallleaves01's solution](#)

892.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[fallleaves01's solution](#)

893.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[fallleaves01's solution](#)

894.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[fallleaves01's solution](#)

895.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[fallleaves01's solution](#)

896.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[fallleaves01's solution](#)

897.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fallleaves01's solution](#)

898.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[fallleaves01's solution](#)

899.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[fallleaves01's solution](#)

900.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[fallleaves01's solution](#)

901.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[fallleaves01's solution](#)

902.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[fallleaves01's solution](#)

903.

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

[fallleaves01's solution](#)

904.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[fallleaves01's solution](#)

905.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[fallleaves01's solution](#)

906.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[fallleaves01's solution](#)

907.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[fallleaves01's solution](#)

908.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[fallleaves01's solution](#)

909.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[fallleaves01's solution](#)

910.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[fallleaves01's solution](#)

911.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[fallleaves01's solution](#)

912.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[fallleaves01's solution](#)

913.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[fallleaves01's solution](#)

914.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[fallleaves01's solution](#)

915.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[fallleaves01's solution](#)

916.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[fallleaves01's solution](#)

917.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[fallleaves01's solution](#)

918.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[fallleaves01's solution](#)

919.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[fallleaves01's solution](#)

920.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[fallleaves01's solution](#)

921.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[fallleaves01's solution](#)

922.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[fallleaves01's solution](#)

923.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[fallleaves01's solution](#)

924.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[fallleaves01's solution](#)

925.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[fallleaves01's solution](#)

926.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fallleaves01's solution](#)

927.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory

[fallleaves01's solution](#)

928.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[fallleaves01's solution](#)

929.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fallleaves01's solution](#)

930.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[fallleaves01's solution](#)

931.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[fallleaves01's solution](#)

932.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[fallleaves01's solution](#)

933.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[fallleaves01's solution](#)

934.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[fallleaves01's solution](#)

935.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fallleaves01's solution](#)

936.

987F

[AND Graph](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs

[fallleaves01's solution](#)

937.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: data structures

[fallleaves01's solution](#)

938.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy

[fallleaves01's solution](#)

939.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[fallleaves01's solution](#)

940.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[fallleaves01's solution](#)

941.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[fallleaves01's solution](#)

942.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[fallleaves01's solution](#)

943.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[fallleaves01's solution](#)

944.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[fallleaves01's solution](#)

945.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[fallleaves01's solution](#)

946.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[fallleaves01's solution](#)

947.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fallleaves01's solution](#)

948.

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

[fallleaves01's solution](#)

949.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[fallleaves01's solution](#)

950.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[fallleaves01's solution](#)

951.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[fallleaves01's solution](#)

952.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[fallleaves01's solution](#)

953.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[fallleaves01's solution](#)

954.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[fallleaves01's solution](#)

955.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[fallleaves01's solution](#)

956.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[fallleaves01's solution](#)

957.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[fallleaves01's solution](#)

958.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[fallleaves01's solution](#)

959.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation

[fallleaves01's solution](#)

960.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[fallleaves01's solution](#)

961.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fallleaves01's solution](#)

962.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[fallleaves01's solution](#)

963.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-14 · last AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fallleaves01's solution](#)

964.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[fallleaves01's solution](#)

965.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[fallleaves01's solution](#)

966.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory

[fallleaves01's solution](#)

967.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[fallleaves01's solution](#)

968.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[fallleaves01's solution](#)

969.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[fallleaves01's solution](#)

970.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[fallleaves01's solution](#)

971.

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[fallleaves01's solution](#)

972.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees
[fallleaves01's solution](#)

973.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[fallleaves01's solution](#)

974.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[fallleaves01's solution](#)

975.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[fallleaves01's solution](#)

976.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[fallleaves01's solution](#)

977.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[fallleaves01's solution](#)

978.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[fallleaves01's solution](#)

979.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: flows, graphs
[fallleaves01's solution](#)

980.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-10-11 · last AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[fallleaves01's solution](#)

981.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[fallleaves01's solution](#)

982.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[fallleaves01's solution](#)

983.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

984.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[fallleaves01's solution](#)

985.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-21 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[fallleaves01's solution](#)

986.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · last AC: 2024-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[fallleaves01's solution](#)

987.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
[fallleaves01's solution](#)

988.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[fallleaves01's solution](#)

989.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation
[fallleaves01's solution](#)

990.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[fallleaves01's solution](#)

991.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[fallleaves01's solution](#)

992.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[fallleaves01's solution](#)

993.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[fallleaves01's solution](#)

994.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[fallleaves01's solution](#)

995.

109E

[Lucky Interval](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[fallleaves01's solution](#)

996.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[fallleaves01's solution](#)

997.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[fallleaves01's solution](#)

998.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[fallleaves01's solution](#)

999.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[fallleaves01's solution](#)

1000.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[fallleaves01's solution](#)

1001.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[fallleaves01's solution](#)

1002.

1542E2

[Abnormal Permutation Pairs \(hard version\) · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[fallleaves01's solution](#)**1003.**

1617E

[Christmas Chocolates · Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[fallleaves01's solution](#)**1004.**

1572C

[Paint · Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)**1005.**

1553G

[Common Divisor Graph · Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[fallleaves01's solution](#)**1006.**

1487G

[String Counting · Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[fallleaves01's solution](#)**1007.**

906D

[Power Tower · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[fallleaves01's solution](#)**1008.**

1473F

[Strange Set · Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: flows, math

[fallleaves01's solution](#)**1009.**

1150E

[Tree Generator™ · Tutorial](#)

Rating: 2700 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[fallleaves01's solution](#)**1010.**

878C

[Tournament · Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[fallleaves01's solution](#)**1011.**

949E

[Binary Cards · Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: brute force

[fallleaves01's solution](#)

1012.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-04-10 · last AC: 2018-04-10 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, trees

[fallleaves01's solution](#)**1013.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[fallleaves01's solution](#)**1014.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[fallleaves01's solution](#)**1015.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[fallleaves01's solution](#)**1016.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[fallleaves01's solution](#)**1017.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[fallleaves01's solution](#)**1018.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[fallleaves01's solution](#)**1019.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[fallleaves01's solution](#)**1020.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[fallleaves01's solution](#)**1021.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[fallleaves01's solution](#)

1022.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[fallleaves01's solution](#)

1023.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[fallleaves01's solution](#)

1024.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fallleaves01's solution](#)

1025.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1026.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, two pointers

[fallleaves01's solution](#)

1027.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[fallleaves01's solution](#)

1028.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, probabilities

[fallleaves01's solution](#)

1029.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[fallleaves01's solution](#)

1030.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[fallleaves01's solution](#)

1031.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees

[fallleaves01's solution](#)

1032.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[fallleaves01's solution](#)

1033.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[fallleaves01's solution](#)

1034.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[fallleaves01's solution](#)

1035.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[fallleaves01's solution](#)

1036.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[fallleaves01's solution](#)

1037.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)

1038.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[fallleaves01's solution](#)

1039.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[fallleaves01's solution](#)

1040.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[fallleaves01's solution](#)

1041.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[fallleaves01's solution](#)

1042.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees
[fallleaves01's solution](#)

1043.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs
[fallleaves01's solution](#)

1044.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[fallleaves01's solution](#)

1045.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-06-04 · last AC: 2018-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees
[fallleaves01's solution](#)

1046.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1047.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[fallleaves01's solution](#)

1048.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[fallleaves01's solution](#)

1049.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[fallleaves01's solution](#)

1050.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[fallleaves01's solution](#)

1051.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[fallleaves01's solution](#)

1052.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[fallleaves01's solution](#)

1053.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[fallleaves01's solution](#)

1054.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[fallleaves01's solution](#)

1055.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[fallleaves01's solution](#)

1056.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[fallleaves01's solution](#)

1057.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[fallleaves01's solution](#)

1058.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[fallleaves01's solution](#)

1059.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices

[fallleaves01's solution](#)

1060.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[fallleaves01's solution](#)

1061.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[fallleaves01's solution](#)

1062.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fallleaves01's solution](#)

1063.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[fallleaves01's solution](#)**1064.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths

[fallleaves01's solution](#)**1065.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[fallleaves01's solution](#)**1066.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[fallleaves01's solution](#)**1067.**

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: data structures, implementation

[fallleaves01's solution](#)**1068.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[fallleaves01's solution](#)**1069.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[fallleaves01's solution](#)**1070.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[fallleaves01's solution](#)**1071.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fallleaves01's solution](#)**1072.**

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[fallleaves01's solution](#)**1073.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data

structures, divide and conquer, dp, math

[fallleaves01's solution](#)

1074.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[fallleaves01's solution](#)

1075.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[fallleaves01's solution](#)

1076.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[fallleaves01's solution](#)

1077.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[fallleaves01's solution](#)

1078.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[fallleaves01's solution](#)

1079.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[fallleaves01's solution](#)

1080.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[fallleaves01's solution](#)

1081.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[fallleaves01's solution](#)

1082.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[fallleaves01's solution](#)

1083.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[fallleaves01's solution](#)

1084.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[fallleaves01's solution](#)

1085.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[fallleaves01's solution](#)

1086.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[fallleaves01's solution](#)

1087.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[fallleaves01's solution](#)

1088.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[fallleaves01's solution](#)

1089.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[fallleaves01's solution](#)

1090.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, interactive

[fallleaves01's solution](#)

1091.

1588E

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

Rating: 3200 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[fallleaves01's solution](#)

1092.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[fallleaves01's solution](#)

1093.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2018-04-13 · last AC: 2018-04-13 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[fallleaves01's solution](#)

1094.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[fallleaves01's solution](#)

1095.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[fallleaves01's solution](#)

1096.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[fallleaves01's solution](#)

1097.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[fallleaves01's solution](#)

1098.

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1099.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1100.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1101.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1102.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1103.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1104.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fallleaves01's solution](#)

1105.

106353K

[KIT Finding](#) · TutorialRating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1106.**

106353F

[Fair Share](#) · TutorialRating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1107.**

106353D

[Dreamcatcher](#) · TutorialRating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1108.**

106353L

[Last Christmas](#) · TutorialRating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1109.**

106440K

[Q̄N̄r̄S̄Ūf](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1110.**

106440D

[e6Ute013^](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1111.**

106440C

[mT̄v̄āQ̄C̄}](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1112.**

106440G

[fufu ~ N̄p̄r̄P̄l](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1113.**

106440J

[ḡT̄v̄r̄j̄|kd](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1114.**

106440E

[T̄r̄ōr̄īāl](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)**1115.**

106440H

[k̄{N̄j̄S̄Q̄}](#)Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1116.

106440F

[wTgXTA](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1117.

106440M

[Coyh Nãx](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1118.

106440B

[Q&Sorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1119.

106440L

[PPIIIGG](#) · Tutorial

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1120.

105540L

[The Tower](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1121.

105540C

[The Empress](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1122.

105540H

[Strength](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1123.

105540D

[The Emperor](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1124.

105540B

[The Magician](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1125.

105540E

[The Chariot](#) · Tutorial

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —
[fallleaves01's solution](#)

1126.

105540I

[The Hanged Man](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1127.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1128.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1129.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1130.

105487D

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

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1131.

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1132.

105487I

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

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1133.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1134.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1135.

105487G

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

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1136.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1137.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1138.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1139.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1140.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1141.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1142.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1143.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1144.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1145.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1146.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1147.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1148.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1149.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1150.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1151.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1152.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1153.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1154.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1155.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1156.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1157.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1158.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1159.

105231E

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

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1160.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1161.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1162.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1163.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1164.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1165.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1166.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1167.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1168.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: —
[fallleaves01's solution](#)

1169.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1170.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1171.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1172.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1173.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1174.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1175.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1176.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1177.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1178.

105336A

[Q](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1179.

105336F

[S \[Partial\]](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1180.

105336I

[b-UgN](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1181.

105336C

[yñ](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1182.

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1183.

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1184.

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1185.

105336D

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1186.

105336K

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1187.

105336B

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1188.

105336L

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fallleaves01's solution](#)

1189.

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1190.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1191.

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1192.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1193.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1194.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1195.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1196.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1197.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1198.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1199.

105327L

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

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1200.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1201.

105216I

[Intersection of Hyperrectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1202.

105216A

[Another Problem About Maximum in Range](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1203.

105216M

[Maximizing the Sauce](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1204.

105216K

[K Happy Computers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1205.

105216J

[Japanese Samurai Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1206.

105216H

[Hiring Candidates Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1207.

105216E

[Egotistical Command Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1208.

105216D

[Dueling Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1209.

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1210.

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1211.

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1212.

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1213.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1214.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1215.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1216.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1217.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1218.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1219.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1220.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1221.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1222.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1223.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1224.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1225.

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1226.

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1227.

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1228.

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1229.

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1230.

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1231.

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1232.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1233.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: —
[fallleaves01's solution](#)

1234.

105053H

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

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1235.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1236.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1237.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1238.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1239.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1240.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1241.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1242.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1243.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1244.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1245.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1246.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1247.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1248.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1249.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1250.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1251.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1252.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1253.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1254.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1255.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1256.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1257.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1258.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1259.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1260.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1261.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1262.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1263.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1264.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1265.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1266.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1267.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1268.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1269.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1270.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1271.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1272.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1273.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1274.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1275.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1276.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1277.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1278.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1279.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1280.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1281.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1282.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1283.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1284.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1285.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1286.

104869B

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

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1287.

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1288.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1289.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1290.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1291.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1292.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1293.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1294.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1295.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1296.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1297.

102059J

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

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1298.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1299.

102059G

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

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1300.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1301.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1302.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1303.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1304.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1305.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1306.

104651B

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

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1307.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1308.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1309.

104651J

[Find the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1310.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1311.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1312.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1313.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1314.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1315.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1316.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: —
[fallleaves01's solution](#)

1317.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1318.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1319.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1320.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · PyPy 3-64 (first AC) · Tags: —
[fallleaves01's solution](#)

1321.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1322.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1323.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1324.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1325.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1326.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1327.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1328.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1329.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1330.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1331.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1332.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1333.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1334.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1335.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1336.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1337.

104172D

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

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1338.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1339.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1340.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1341.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1342.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1343.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1344.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1345.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1346.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1347.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1348.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1349.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1350.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1351.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1352.

101741H

[Compressed Spanning Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1353.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1354.

101741K

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

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1355.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1356.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1357.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1358.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1359.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1360.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1361.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1362.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1363.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1364.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1365.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1366.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1367.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1368.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1369.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1370.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1371.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1372.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1373.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1374.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1375.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1376.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1377.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1378.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1379.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1380.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1381.

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1382.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1383.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1384.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1385.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1386.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1387.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1388.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1389.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1390.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1391.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1392.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1393.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1394.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1395.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1396.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1397.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1398.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1399.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1400.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1401.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1402.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1403.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1404.

104064G

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

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1405.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1406.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1407.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1408.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1409.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1410.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1411.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1412.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1413.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1414.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1415.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1416.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1417.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1418.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1419.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1420.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1421.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1422.

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1423.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1424.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1425.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1426.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1427.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1428.

104012B

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

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1429.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1430.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1431.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1432.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1433.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1434.

103957C

[Suffixes and Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1435.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1436.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1437.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1438.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1439.

103957L

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

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1440.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1441.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1442.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1443.

103964B

[Build Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1444.

103964J

[Walk Around The Campsite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1445.

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1446.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1447.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1448.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1449.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1450.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1451.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1452.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1453.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1454.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1455.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1456.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1457.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1458.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1459.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1460.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1461.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1462.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1463.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1464.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1465.

104008H

[Hysteretic Racing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1466.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1467.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1468.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1469.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1470.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1471.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1472.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1473.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1474.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1475.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1476.

103931E

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

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1477.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1478.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1479.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1480.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1481.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1482.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1483.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1484.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1485.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · last AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1486.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1487.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1488.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1489.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1490.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1491.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1492.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1493.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1494.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1495.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1496.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1497.

103438A

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

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1498.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1499.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1500.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1501.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1502.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1503.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1504.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1505.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1506.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1507.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1508.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1509.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1510.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1511.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1512.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1513.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1514.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1515.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1516.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1517.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1518.

103447B

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

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1519.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1520.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1521.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1522.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1523.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1524.

103446B

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

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1525.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1526.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1527.

103446D

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

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1528.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1529.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1530.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1531.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1532.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1533.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1534.

103427L

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

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1535.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1536.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1537.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1538.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1539.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1540.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1541.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1542.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1543.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1544.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1545.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1546.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1547.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1548.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1549.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1550.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1551.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1552.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1553.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1554.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1555.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1556.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1557.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1558.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1559.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1560.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1561.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1562.

103102I

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1563.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1564.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1565.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1566.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1567.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1568.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1569.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1570.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1571.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1572.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1573.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1574.

101471A

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

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1575.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1576.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1577.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1578.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1579.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1580.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1581.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1582.

102832D

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

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1583.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1584.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1585.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1586.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1587.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1588.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1589.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1590.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[fallleaves01's solution](#)

1591.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1592.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1593.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1594.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1595.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1596.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1597.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1598.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1599.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1600.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1601.

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1602.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1603.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1604.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1605.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1606.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1607.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1608.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1609.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1610.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1611.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1612.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1613.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1614.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1615.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1616.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1617.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1618.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1619.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1620.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1621.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1622.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1623.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1624.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1625.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1626.

103049C

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

Rating: — · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1627.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1628.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1629.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1630.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1631.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1632.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1633.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1634.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1635.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1636.

102426K

[X-Window System](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1637.

102426D

[C++ Tag ^h](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1638.

102426L

[Bonus quiz](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1639.

102426E

[YTMóE](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1640.

102426M

[PáOw,,SNpo](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1641.

102426G

[OTóh-ß](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1642.

102426H

[v\]\[fN2al](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1643.

102426J

[g:toVjA#<py<ri](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1644.

102426F

[mte6trial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1645.

102426B

[The Secret of Time](#) · Tutorial

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1646.

102426A

[•eqofo8Y t](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1647.

101002H

[Jewel Thief](#) · Tutorial

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1648.

102174G

[y^W#UtdF2l•Pc¥w@b Ni](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1649.

102174I

[Qú~Ù pauUona,lepep~](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1650.

102174B

[p%Uñgá](#)

Rating: — · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1651.

102174D

[xŸNcEal](#)

Rating: — · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1652.

102174L

[eÄUlvja NI](#)

Rating: — · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: —
[fallleaves01's solution](#)

1653.

102174J

['Ñworia](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1654.

102174E

[Säg Niäi_ Säv,,tö\[P](#)

Rating: — · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[fallleaves01's solution](#)

1655.

102174C

[Tutorial: ep'Y'^](#)

Rating: — · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[fallleaves01's solution](#)**1656.**

102174H

[Tutorial: ep'Y'^](#)

Rating: — · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: —

[fallleaves01's solution](#)**1657.**

102174K

[Tutorial: ep'Y'^](#)

Rating: — · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: —

[fallleaves01's solution](#)**1658.**

102174F

[Tutorial: ep'Y'^](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[fallleaves01's solution](#)**1659.**

102174A

[Tutorial: ep'Y'^](#)

Rating: — · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: —

[fallleaves01's solution](#)**1660.**

101341A

[Streets of Working Lanterns - 2 · Tutorial](#)

Rating: — · first AC: 2018-09-06 · last AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[fallleaves01's solution](#)