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Unique solved — gabriel88766

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

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Count: 3,474

1.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: math

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2.

2200B

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Quality: 25,498 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

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3.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,159 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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4.

2218C

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

Quality: 26,496 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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5.

2218B

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

Quality: 33,742 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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6.

2218A

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

Quality: 34,988 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

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7.

2193B

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

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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8.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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9.

2189A

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10.

2185B

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11.

2185A

[Perfect Root](#) · [Tutorial](#)

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12.

2175A

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Quality: 18,736 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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13.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: games
[gabriel88766's solution](#)

14.

2184A

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

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
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15.

2182B

[New Year Cake](#) · [Tutorial](#)

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16.

2182A

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Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[gabriel88766's solution](#)

17.

2176A

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18.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

19.

2179B

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Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
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20.

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
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21.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

22.

2180A

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23.

1777A

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

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24.

1818A

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Quality: 14,387 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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25.

2158A

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[gabriel88766's solution](#)

26.

2170A

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27.

2172A

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Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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28.

2149B

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Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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29.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: math
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30.

2171A

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31.

1455A

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32.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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33.

2148A

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Quality: 47,442 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

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34.

2167C

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Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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35.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

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36.

2167A

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Quality: 58,493 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

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37.

2156A

[Pizza Time](#) · [Tutorial](#)

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38.

2162A

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39.

2145A

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40.

1530B

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41.

1530A

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[gabriel88766's solution](#)

42.

2137A

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[gabriel88766's solution](#)

43.

2134A

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

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[gabriel88766's solution](#)

44.

2133B

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Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

45.

2133A

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Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[gabriel88766's solution](#)

46.

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: games
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47.

2132A

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Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[gabriel88766's solution](#)

48.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

49.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

50.

2131B

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Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

51.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,873 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math
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52.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[gabriel88766's solution](#)

53.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

54.

2128A

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Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

55.

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,968 global accepts · Rating: 800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
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56.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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57.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math
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58.

1637A

[Sorting Parts](#) · [Tutorial](#)

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59.

2125A

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

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60.

2067A

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61.

2122A

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62.

2096A

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63.

2084A

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64.

2062A

[String](#) · [Tutorial](#)

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[gabriel88766's solution](#)

65.

2126B

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66.

2126A

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67.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[gabriel88766's solution](#)

68.

1626A

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[gabriel88766's solution](#)

69.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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70.

2078A

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[gabriel88766's solution](#)

71.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

72.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[gabriel88766's solution](#)

73.

4A

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Quality: 688,042 global accepts · Rating: 800 · first AC: 2020-09-01 · last AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[gabriel88766's solution](#)

74.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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75.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math
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76.

2112A

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77.

2120A

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Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[gabriel88766's solution](#)

78.

2121B

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Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[gabriel88766's solution](#)

79.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,289 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

80.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

81.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

82.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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83.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

84.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[gabriel88766's solution](#)

85.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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86.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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87.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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88.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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89.

2109A

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

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90.

2107A

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91.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math
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92.

2098A

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Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
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93.

2108A

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94.

2104A

[Three Decks](#) · [Tutorial](#)

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95.

2106A

[Dr. TC](#) · [Tutorial](#)

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- 96.**
2103A
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- 97.**
2091B
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- 98.**
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- 100.**
2074B
[The Third Side](#) · [Tutorial](#)
Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[gabriel88766's solution](#)
- 101.**
2074A
[Draw a Square](#) · [Tutorial](#)
Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[gabriel88766's solution](#)
- 102.**
2072A
[New World, New Me, New Array](#) · [Tutorial](#)
Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)
- 103.**
2094B
[Bobritto Bandito](#) · [Tutorial](#)
Quality: 33,153 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[gabriel88766's solution](#)
- 104.**
2094A
[Trippi Troppi](#) · [Tutorial](#)
Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
[gabriel88766's solution](#)
- 105.**
2069A
[Was there an Array?](#) · [Tutorial](#)
Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[gabriel88766's solution](#)
- 106.**
1929B
[Sasha and the Drawing](#) · [Tutorial](#)
Quality: 26,731 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

107.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gabriel88766's solution](#)

108.

2065B

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

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[gabriel88766's solution](#)

109.

2065A

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

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[gabriel88766's solution](#)

110.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

111.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gabriel88766's solution](#)

112.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

113.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

114.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

115.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

116.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

117.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

118.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

119.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[gabriel88766's solution](#)

120.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[gabriel88766's solution](#)

121.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[gabriel88766's solution](#)

122.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

123.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[gabriel88766's solution](#)

124.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[gabriel88766's solution](#)

125.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,769 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

126.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

127.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

128.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

129.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

130.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

131.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

132.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[gabriel88766's solution](#)

133.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

134.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[gabriel88766's solution](#)

135.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

136.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[gabriel88766's solution](#)

137.

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

138.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

139.

2029A

[Set](#) · [Tutorial](#)

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

[gabriel88766's solution](#)

140.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

141.

2036B

[Startup](#) · [Tutorial](#)

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

[gabriel88766's solution](#)

142.

2036A

[Quintomania](#) · [Tutorial](#)

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

[gabriel88766's solution](#)

143.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[gabriel88766's solution](#)

144.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[gabriel88766's solution](#)

145.

2035A

[Sliding](#) · [Tutorial](#)

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

[gabriel88766's solution](#)

146.

2027A

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

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

[gabriel88766's solution](#)

147.

2033A

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

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

148.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

149.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gabriel88766's solution](#)

150.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[gabriel88766's solution](#)

151.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

152.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

153.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[gabriel88766's solution](#)

154.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gabriel88766's solution](#)

155.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[gabriel88766's solution](#)

156.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gabriel88766's solution](#)

157.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: strings

[gabriel88766's solution](#)

158.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[gabriel88766's solution](#)

159.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[gabriel88766's solution](#)

160.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory

[gabriel88766's solution](#)

161.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gabriel88766's solution](#)

162.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

163.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

164.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[gabriel88766's solution](#)

165.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

166.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[gabriel88766's solution](#)

167.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[gabriel88766's solution](#)

168.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[gabriel88766's solution](#)

169.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

170.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

171.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

172.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[gabriel88766's solution](#)

173.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

174.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

175.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

176.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

177.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

178.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[gabriel88766's solution](#)

179.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

180.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

181.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

182.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[gabriel88766's solution](#)

183.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

184.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

185.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

186.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[gabriel88766's solution](#)

187.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[gabriel88766's solution](#)

188.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

189.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

190.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

191.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

192.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

193.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[gabriel88766's solution](#)

194.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

195.

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[gabriel88766's solution](#)

196.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[gabriel88766's solution](#)

197.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[gabriel88766's solution](#)

198.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[gabriel88766's solution](#)

199.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[gabriel88766's solution](#)

200.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[gabriel88766's solution](#)

201.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

202.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

203.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

204.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

205.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[gabriel88766's solution](#)

206.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

207.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

208.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,927 global accepts · Rating: 800 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

209.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[gabriel88766's solution](#)

210.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[gabriel88766's solution](#)

211.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math
[gabriel88766's solution](#)

212.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

213.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[gabriel88766's solution](#)

214.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

215.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[gabriel88766's solution](#)

216.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

217.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[gabriel88766's solution](#)

218.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings
[gabriel88766's solution](#)

219.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[gabriel88766's solution](#)

220.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

221.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

222.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2020-09-20 · last AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

223.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

224.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

225.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

226.

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

227.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

228.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

229.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

230.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

231.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

232.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

233.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

234.

1950A

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

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

235.

1926B

[Vlad and Shapes](#) · Tutorial

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[gabriel88766's solution](#)

236.

1926A

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

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

237.

1982A

[Soccer](#) · Tutorial

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[gabriel88766's solution](#)

238.

1996B

[Scale](#) · Tutorial

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

239.

1996A

[Legs](#) · Tutorial

Quality: 57,390 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[gabriel88766's solution](#)

240.

1995A

[Diagonals](#) · Tutorial

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[gabriel88766's solution](#)

241.

1968B

[Prefiquence](#) · Tutorial

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[gabriel88766's solution](#)

242.

1968A

[Maximize?](#) · Tutorial

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

243.

1955A

[Yogurt Sale](#) · Tutorial

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

244.

1923A

[Moving Chips](#) · Tutorial

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

245.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

246.

1933B

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

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[gabriel88766's solution](#)

247.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

248.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

249.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[gabriel88766's solution](#)

250.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

251.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[gabriel88766's solution](#)

252.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

253.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

254.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

255.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

256.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[gabriel88766's solution](#)

257.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[gabriel88766's solution](#)

258.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

259.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

260.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

261.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[gabriel88766's solution](#)

262.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

263.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

264.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[gabriel88766's solution](#)

265.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

266.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[gabriel88766's solution](#)

267.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

268.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,538 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

269.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[gabriel88766's solution](#)

270.

1758A

[SSeeeeiinngg DDoouublllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[gabriel88766's solution](#)

271.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[gabriel88766's solution](#)

272.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

273.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

274.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,126 global accepts · Rating: 800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

275.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

276.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

277.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

278.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[gabriel88766's solution](#)

279.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[gabriel88766's solution](#)

280.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[gabriel88766's solution](#)

281.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[gabriel88766's solution](#)

282.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

283.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

284.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

285.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

286.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

287.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

288.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,704 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[gabriel88766's solution](#)

289.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

290.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

291.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[gabriel88766's solution](#)

292.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

293.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

294.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[gabriel88766's solution](#)

295.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[gabriel88766's solution](#)

296.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

297.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

298.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,030 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[gabriel88766's solution](#)

299.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

300.

1902A

[Binary Imbalance](#) · [Tutorial](#)

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

[gabriel88766's solution](#)

301.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

302.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gabriel88766's solution](#)

303.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

304.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

305.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[gabriel88766's solution](#)

306.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

307.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[gabriel88766's solution](#)

308.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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309.

1462B

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Quality: 29,176 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[gabriel88766's solution](#)

310.

1462A

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Quality: 48,979 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[gabriel88766's solution](#)

311.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[gabriel88766's solution](#)

312.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

313.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

314.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,359 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

315.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[gabriel88766's solution](#)

316.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

317.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

318.

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[gabriel88766's solution](#)

319.

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
[gabriel88766's solution](#)

320.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

321.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

322.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

323.

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

324.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

325.

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

326.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[gabriel88766's solution](#)

327.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

328.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

329.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[gabriel88766's solution](#)

330.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

331.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

332.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[gabriel88766's solution](#)

333.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

334.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

335.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

336.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[gabriel88766's solution](#)

337.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,063 global accepts · Rating: 800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

338.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

339.

1837A

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

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

340.

1845A

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

Quality: 47,386 global accepts · Rating: 800 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[gabriel88766's solution](#)

341.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[gabriel88766's solution](#)

342.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

343.

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[gabriel88766's solution](#)

344.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

345.

1881A

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

Quality: 59,381 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[gabriel88766's solution](#)

346.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

347.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

348.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

349.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

350.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

351.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

352.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

353.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

354.

1878A

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

Quality: 78,712 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

355.

1879A

[Rigged! · Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

356.

996A

[Hit the Lottery · Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2023-09-24 · GNU C11 (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

357.

443A

[Anton and Letters · Tutorial](#)

Quality: 112,088 global accepts · Rating: 800 · first AC: 2023-09-23 · GNU C11 (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

358.

1873B

[Good Kid · Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

359.

1873D

[1D Eraser · Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[gabriel88766's solution](#)

360.

1873C

[Target Practice · Tutorial](#)

Quality: 70,040 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

361.

1873A

[Short Sort · Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

362.

1335A

[Candies and Two Sisters · Tutorial](#)

Quality: 104,817 global accepts · Rating: 800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

363.

148A

[Insomnia cure · Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

364.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[gabriel88766's solution](#)

365.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,559 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

366.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

367.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

368.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,225 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

369.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,840 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

370.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

371.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

372.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[gabriel88766's solution](#)

373.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

374.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

375.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

376.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,383 global accepts · Rating: 800 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[gabriel88766's solution](#)

377.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: strings

[gabriel88766's solution](#)

378.

1005A

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

Quality: 27,513 global accepts · Rating: 800 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

379.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

380.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

381.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[gabriel88766's solution](#)

382.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

383.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

384.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gabriel88766's solution](#)

385.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

386.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[gabriel88766's solution](#)

387.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

388.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[gabriel88766's solution](#)

389.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

390.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

391.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

392.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

393.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,375 global accepts · Rating: 800 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[gabriel88766's solution](#)

394.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

395.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

396.

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

397.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

398.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

399.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

400.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[gabriel88766's solution](#)

401.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[gabriel88766's solution](#)

402.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

403.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

404.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[gabriel88766's solution](#)

405.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[gabriel88766's solution](#)

406.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

407.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[gabriel88766's solution](#)

408.

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
[gabriel88766's solution](#)

409.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
[gabriel88766's solution](#)

410.

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[gabriel88766's solution](#)

411.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[gabriel88766's solution](#)

412.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,286 global accepts · Rating: 800 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

413.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[gabriel88766's solution](#)

414.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-11-15 · last AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

415.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-11-15 · last AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

416.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

417.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers
[gabriel88766's solution](#)

418.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

419.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[gabriel88766's solution](#)

420.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

421.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

422.

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

423.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

424.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

425.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

426.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[gabriel88766's solution](#)

427.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[gabriel88766's solution](#)

428.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

429.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

430.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

431.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

432.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

433.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[gabriel88766's solution](#)

434.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

435.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[gabriel88766's solution](#)

436.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

437.

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

438.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

439.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

440.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

441.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

442.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[gabriel88766's solution](#)

443.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

444.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

445.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

446.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

447.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

448.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[gabriel88766's solution](#)

449.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[gabriel88766's solution](#)

450.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

451.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · last AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[gabriel88766's solution](#)

452.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[gabriel88766's solution](#)

453.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

454.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

455.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

456.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

457.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

458.

1154A

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

Quality: 87,078 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

459.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

460.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[gabriel88766's solution](#)

461.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

462.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,337 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[gabriel88766's solution](#)

463.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

464.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,753 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

465.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

466.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

467.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

468.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

469.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

470.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

471.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

472.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[gabriel88766's solution](#)

473.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

474.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

475.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

476.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[gabriel88766's solution](#)

477.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

478.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

479.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

480.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

481.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

482.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

483.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

484.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics,

implementation, math

[gabriel88766's solution](#)

485.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

486.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[gabriel88766's solution](#)

487.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[gabriel88766's solution](#)

488.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

489.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

490.

1102A

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

Quality: 26,617 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

491.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

492.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[gabriel88766's solution](#)

493.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

494.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,041 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

495.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[gabriel88766's solution](#)

496.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

497.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

498.

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

499.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

500.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

501.

978B

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Quality: 40,914 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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1786A2

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1786A1

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1791A

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530.

1778A

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1534A

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1790B

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1772A

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9A

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688A

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681A

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1775A1

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1783A

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61A

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1030A

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344A

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136A

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553.

467A

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677A

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556.

734A

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557.

41A

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266B

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559.

110A

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560.

116A

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561.

59A

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562.

617A

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563.

791A

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546A

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236A

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566.

266A

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339A

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112A

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570.

263A

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571.

282A

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572.

50A

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573.

158A

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574.

231A

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575.

71A

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576.

1519B

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577.

1519A

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578.

1450A

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1453A

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580.

1249A

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581.

1454B

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582.

1454A

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976A

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584.

1451A

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585.

1438A

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586.

1452C

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587.

1452A

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588.

1447A

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589.

1437A

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1433B

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1433A

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592.

1421A

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593.

22A

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594.

1351A

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595.

749A

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710A

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597.

702A

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598.

630A

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599.

620A

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600.

1417A

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601.

609A

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602.

47A

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Quality: 18,176 global accepts · Rating: 800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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603.

854A

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Quality: 14,535 global accepts · Rating: 800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
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604.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

605.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[gabriel88766's solution](#)

606.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

607.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

608.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 900 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[gabriel88766's solution](#)

609.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

610.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[gabriel88766's solution](#)

611.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[gabriel88766's solution](#)

612.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

613.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

614.

2171B

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

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

615.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

616.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

617.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

618.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

619.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

620.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: strings

[gabriel88766's solution](#)

621.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: games

[gabriel88766's solution](#)

622.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

623.

2114B

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

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

624.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[gabriel88766's solution](#)

625.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

626.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

627.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[gabriel88766's solution](#)

628.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

629.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[gabriel88766's solution](#)

630.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[gabriel88766's solution](#)

631.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

632.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[gabriel88766's solution](#)

633.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,713 global accepts · Rating: 900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[gabriel88766's solution](#)

634.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

635.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[gabriel88766's solution](#)

636.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gabriel88766's solution](#)

637.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

638.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

639.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[gabriel88766's solution](#)

640.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

641.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

642.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

643.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

644.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

645.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

646.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

647.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[gabriel88766's solution](#)

648.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

649.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[gabriel88766's solution](#)

650.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

651.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math
[gabriel88766's solution](#)

652.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

653.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

654.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

655.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

656.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

657.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[gabriel88766's solution](#)

658.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

659.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

660.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

661.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

662.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[gabriel88766's solution](#)

663.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

664.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[gabriel88766's solution](#)

665.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

666.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[gabriel88766's solution](#)

667.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[gabriel88766's solution](#)

668.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

669.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

670.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

671.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

672.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

673.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

674.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[gabriel88766's solution](#)

675.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

676.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

677.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[gabriel88766's solution](#)

678.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

679.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[gabriel88766's solution](#)

680.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[gabriel88766's solution](#)

681.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

682.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

683.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[gabriel88766's solution](#)

684.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

685.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

686.

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

687.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

688.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[gabriel88766's solution](#)

689.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, sortings
[gabriel88766's solution](#)

690.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

691.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

692.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

693.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,121 global accepts · Rating: 900 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

694.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[gabriel88766's solution](#)

695.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings
[gabriel88766's solution](#)

696.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

697.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

698.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

699.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

700.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

701.

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

702.

580A

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

Quality: 104,710 global accepts · Rating: 900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[gabriel88766's solution](#)

703.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[gabriel88766's solution](#)

704.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

705.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

706.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,137 global accepts · Rating: 900 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

707.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,760 global accepts · Rating: 900 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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708.

96A

[Football](#) · [Tutorial](#)

Quality: 193,684 global accepts · Rating: 900 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

709.

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

710.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[gabriel88766's solution](#)

711.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[gabriel88766's solution](#)

712.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[gabriel88766's solution](#)

713.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

714.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[gabriel88766's solution](#)

715.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

716.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[gabriel88766's solution](#)

717.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[gabriel88766's solution](#)

718.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

719.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[gabriel88766's solution](#)

720.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

721.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[gabriel88766's solution](#)

722.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

723.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

724.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

725.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

726.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[gabriel88766's solution](#)

727.

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

728.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

729.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

730.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

731.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

732.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[gabriel88766's solution](#)

733.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

734.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[gabriel88766's solution](#)

735.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

736.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

737.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

738.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,797 global accepts · Rating: 900 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

739.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,095 global accepts · Rating: 900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

740.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

741.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

742.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[gabriel88766's solution](#)

743.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings
[gabriel88766's solution](#)

744.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

745.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

746.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: strings
[gabriel88766's solution](#)

747.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[gabriel88766's solution](#)

748.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[gabriel88766's solution](#)

749.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[gabriel88766's solution](#)

750.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

751.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

752.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

753.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[gabriel88766's solution](#)

754.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[gabriel88766's solution](#)

755.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

756.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

757.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

758.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

759.

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[gabriel88766's solution](#)

760.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

761.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1000 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[gabriel88766's solution](#)

762.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

763.

2148D

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

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gabriel88766's solution](#)

764.

2167D

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

Quality: 30,218 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[gabriel88766's solution](#)

765.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[gabriel88766's solution](#)

766.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,915 global accepts · Rating: 1000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[gabriel88766's solution](#)

767.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

768.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[gabriel88766's solution](#)

769.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

770.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

771.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[gabriel88766's solution](#)

772.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings
[gabriel88766's solution](#)

773.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

774.

221A

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

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

775.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

776.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

777.

1620B

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

Quality: 31,484 global accepts · Rating: 1000 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[gabriel88766's solution](#)

778.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[gabriel88766's solution](#)

779.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

780.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[gabriel88766's solution](#)

781.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[gabriel88766's solution](#)

782.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[gabriel88766's solution](#)

783.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

784.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[gabriel88766's solution](#)

785.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

786.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

787.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

788.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

789.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gabriel88766's solution](#)

790.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

791.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

792.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

793.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

794.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[gabriel88766's solution](#)

795.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

796.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,202 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[gabriel88766's solution](#)

797.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gabriel88766's solution](#)

798.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gabriel88766's solution](#)

799.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math,

sortings

[gabriel88766's solution](#)

800.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[gabriel88766's solution](#)

801.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

802.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

803.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

804.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

805.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

806.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

807.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

808.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

809.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[gabriel88766's solution](#)

810.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

811.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

812.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

813.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

814.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

815.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

816.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

817.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

818.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

819.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

820.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[gabriel88766's solution](#)

821.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

822.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

823.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[gabriel88766's solution](#)

824.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

825.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

826.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[gabriel88766's solution](#)

827.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[gabriel88766's solution](#)

828.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[gabriel88766's solution](#)

829.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

830.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[gabriel88766's solution](#)

831.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[gabriel88766's solution](#)

832.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

833.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[gabriel88766's solution](#)

834.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[gabriel88766's solution](#)

835.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[gabriel88766's solution](#)

836.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

837.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

838.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

839.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

840.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

841.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

842.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[gabriel88766's solution](#)

843.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[gabriel88766's solution](#)

844.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

845.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,280 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[gabriel88766's solution](#)

846.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

847.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gabriel88766's solution](#)

848.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[gabriel88766's solution](#)

849.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

850.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

851.

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

852.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[gabriel88766's solution](#)

853.

1877B

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

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

[gabriel88766's solution](#)

854.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

855.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 1000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

856.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

857.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

858.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[gabriel88766's solution](#)

859.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

860.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

861.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

862.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

863.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

864.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

865.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,822 global accepts · Rating: 1000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[gabriel88766's solution](#)

866.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

867.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

868.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[gabriel88766's solution](#)

869.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[gabriel88766's solution](#)

870.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

871.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy
[gabriel88766's solution](#)

872.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[gabriel88766's solution](#)

873.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[gabriel88766's solution](#)

874.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

875.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gabriel88766's solution](#)

876.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

877.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

878.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

879.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

880.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

881.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[gabriel88766's solution](#)

882.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

883.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[gabriel88766's solution](#)

884.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

885.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

886.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

887.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[gabriel88766's solution](#)

888.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[gabriel88766's solution](#)

889.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[gabriel88766's solution](#)

890.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

891.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[gabriel88766's solution](#)

892.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,292 global accepts · Rating: 1000 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[gabriel88766's solution](#)

893.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

894.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

895.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

896.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

897.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

898.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

899.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

900.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

901.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

902.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

903.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

904.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[gabriel88766's solution](#)

905.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

906.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[gabriel88766's solution](#)

907.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[gabriel88766's solution](#)

908.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[gabriel88766's solution](#)

909.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[gabriel88766's solution](#)

910.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

911.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2020-10-11 · last AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

912.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

913.

1782B

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

Rating: 1000 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[gabriel88766's solution](#)

914.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[gabriel88766's solution](#)

915.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

916.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[gabriel88766's solution](#)

917.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[gabriel88766's solution](#)

918.

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[gabriel88766's solution](#)

919.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

920.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[gabriel88766's solution](#)

921.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

922.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

923.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

924.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

925.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[gabriel88766's solution](#)

926.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[gabriel88766's solution](#)

927.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

928.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

929.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

930.

2218D

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

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[gabriel88766's solution](#)

931.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[gabriel88766's solution](#)

932.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[gabriel88766's solution](#)

933.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

934.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[gabriel88766's solution](#)

935.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[gabriel88766's solution](#)

936.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

937.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

938.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
[gabriel88766's solution](#)

939.

2171C1

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

Quality: 19,245 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[gabriel88766's solution](#)

940.

1455C

[Ping-pong · Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math
[gabriel88766's solution](#)

941.

2162C

[Beautiful XOR · Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[gabriel88766's solution](#)

942.

2137C

[Maximum Even Sum · Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[gabriel88766's solution](#)

943.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

944.

2131C

[Make it Equal · Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

945.

2128B

[Deque Process · Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[gabriel88766's solution](#)

946.

1672C

[Unequal Array · Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[gabriel88766's solution](#)

947.

1637B

[MEX and Array · Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[gabriel88766's solution](#)

948.

2125C

[Count Good Numbers · Tutorial](#)

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[gabriel88766's solution](#)

949.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

950.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

951.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

952.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

953.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

954.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

955.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[gabriel88766's solution](#)

956.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

957.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[gabriel88766's solution](#)

958.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[gabriel88766's solution](#)

959.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[gabriel88766's solution](#)

960.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[gabriel88766's solution](#)

961.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[gabriel88766's solution](#)

962.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[gabriel88766's solution](#)

963.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

964.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[gabriel88766's solution](#)

965.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[gabriel88766's solution](#)

966.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[gabriel88766's solution](#)

967.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

968.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

969.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[gabriel88766's solution](#)

970.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[gabriel88766's solution](#)

971.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[gabriel88766's solution](#)

972.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[gabriel88766's solution](#)

973.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

974.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[gabriel88766's solution](#)

975.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

976.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

977.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

978.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[gabriel88766's solution](#)

979.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

980.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

981.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gabriel88766's solution](#)

982.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[gabriel88766's solution](#)

983.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[gabriel88766's solution](#)

984.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[gabriel88766's solution](#)

985.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

986.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

987.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

988.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[gabriel88766's solution](#)

989.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

990.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

991.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

992.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

993.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

994.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

995.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

996.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[gabriel88766's solution](#)

997.

2014C

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

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

998.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[gabriel88766's solution](#)

999.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1000.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[gabriel88766's solution](#)

1001.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[gabriel88766's solution](#)

1002.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1003.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1004.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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1005.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,806 global accepts · Rating: 1100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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1006.

1932B

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Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[gabriel88766's solution](#)

1007.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
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1008.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[gabriel88766's solution](#)

1009.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[gabriel88766's solution](#)

1010.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1011.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[gabriel88766's solution](#)

1012.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[gabriel88766's solution](#)

1013.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[gabriel88766's solution](#)

1014.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[gabriel88766's solution](#)

1015.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[gabriel88766's solution](#)

1016.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[gabriel88766's solution](#)

1017.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[gabriel88766's solution](#)

1018.

946B

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Quality: 11,474 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1019.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[gabriel88766's solution](#)

1020.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[gabriel88766's solution](#)

1021.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1022.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

1023.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

1024.

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[gabriel88766's solution](#)

1025.

1506B

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

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1026.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[gabriel88766's solution](#)

1027.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1028.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[gabriel88766's solution](#)

1029.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1030.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1031.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[gabriel88766's solution](#)

1032.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[gabriel88766's solution](#)

1033.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

1034.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[gabriel88766's solution](#)

1035.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[gabriel88766's solution](#)

1036.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

1037.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1038.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[gabriel88766's solution](#)

1039.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[gabriel88766's solution](#)

1040.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[gabriel88766's solution](#)

1041.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,516 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[gabriel88766's solution](#)

1042.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[gabriel88766's solution](#)

1043.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[gabriel88766's solution](#)

1044.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[gabriel88766's solution](#)

1045.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[gabriel88766's solution](#)

1046.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1047.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[gabriel88766's solution](#)

1048.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[gabriel88766's solution](#)

1049.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1050.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[gabriel88766's solution](#)

1051.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation

[gabriel88766's solution](#)

1052.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[gabriel88766's solution](#)

1053.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[gabriel88766's solution](#)

1054.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

1055.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

1056.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[gabriel88766's solution](#)

1057.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1058.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

1059.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[gabriel88766's solution](#)

1060.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[gabriel88766's solution](#)

1061.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[gabriel88766's solution](#)

1062.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

1063.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
[gabriel88766's solution](#)

1064.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[gabriel88766's solution](#)

1065.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1066.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[gabriel88766's solution](#)

1067.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[gabriel88766's solution](#)

1068.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[gabriel88766's solution](#)

1069.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[gabriel88766's solution](#)

1070.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[gabriel88766's solution](#)

1071.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1072.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1073.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

1074.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1075.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[gabriel88766's solution](#)

1076.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

1077.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

1078.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1079.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

1080.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[gabriel88766's solution](#)

1081.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[gabriel88766's solution](#)

1082.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1083.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1084.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

1085.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

1086.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

1087.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[gabriel88766's solution](#)

1088.

1800C2

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

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

1089.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[gabriel88766's solution](#)

1090.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[gabriel88766's solution](#)

1091.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[gabriel88766's solution](#)

1092.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[gabriel88766's solution](#)

1093.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[gabriel88766's solution](#)

1094.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1095.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[gabriel88766's solution](#)

1096.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

1097.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[gabriel88766's solution](#)

1098.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[gabriel88766's solution](#)

1099.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1100.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[gabriel88766's solution](#)

1101.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[gabriel88766's solution](#)

1102.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

1103.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[gabriel88766's solution](#)

1104.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gabriel88766's solution](#)

1105.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

1106.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

1107.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2020-10-26 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

1108.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1109.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

1110.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1111.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[gabriel88766's solution](#)

1112.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1113.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

1114.

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

1115.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1116.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[gabriel88766's solution](#)

1117.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

1118.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

1119.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

1120.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[gabriel88766's solution](#)

1121.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

1122.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[gabriel88766's solution](#)

1123.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

1124.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

1125.

2218E

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

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force
[gabriel88766's solution](#)

1126.

2189B

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

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

1127.

2175C

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

Rating: 1200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

1128.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[gabriel88766's solution](#)

1129.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[gabriel88766's solution](#)

1130.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

1131.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[gabriel88766's solution](#)

1132.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1133.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

1134.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1135.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1136.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: strings

[gabriel88766's solution](#)

1137.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1138.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two

pointers

[gabriel88766's solution](#)

1139.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[gabriel88766's solution](#)

1140.

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

1141.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

1142.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

1143.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1144.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[gabriel88766's solution](#)

1145.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1146.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[gabriel88766's solution](#)

1147.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

1148.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[gabriel88766's solution](#)

1149.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

1150.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[gabriel88766's solution](#)

1151.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[gabriel88766's solution](#)

1152.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[gabriel88766's solution](#)

1153.

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[gabriel88766's solution](#)

1154.

2121C

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

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

1155.

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
[gabriel88766's solution](#)

1156.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[gabriel88766's solution](#)

1157.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

1158.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

1159.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[gabriel88766's solution](#)

1160.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

1161.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gabriel88766's solution](#)

1162.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[gabriel88766's solution](#)

1163.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[gabriel88766's solution](#)

1164.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1165.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[gabriel88766's solution](#)

1166.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[gabriel88766's solution](#)

1167.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[gabriel88766's solution](#)

1168.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[gabriel88766's solution](#)

1169.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[gabriel88766's solution](#)

1170.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1171.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[gabriel88766's solution](#)

1172.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[gabriel88766's solution](#)

1173.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[gabriel88766's solution](#)

1174.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[gabriel88766's solution](#)

1175.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[gabriel88766's solution](#)

1176.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1177.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[gabriel88766's solution](#)

1178.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[gabriel88766's solution](#)

1179.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

1180.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[gabriel88766's solution](#)

1181.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

1182.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[gabriel88766's solution](#)

1183.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[gabriel88766's solution](#)

1184.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[gabriel88766's solution](#)

1185.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[gabriel88766's solution](#)

1186.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

1187.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

1188.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[gabriel88766's solution](#)

1189.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[gabriel88766's solution](#)

1190.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1191.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[gabriel88766's solution](#)

1192.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[gabriel88766's solution](#)

1193.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

1194.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1195.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[gabriel88766's solution](#)

1196.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[gabriel88766's solution](#)

1197.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

1198.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[gabriel88766's solution](#)

1199.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[gabriel88766's solution](#)

1200.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[gabriel88766's solution](#)

1201.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[gabriel88766's solution](#)

1202.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[gabriel88766's solution](#)

1203.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[gabriel88766's solution](#)

1204.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1205.

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

1206.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[gabriel88766's solution](#)

1207.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[gabriel88766's solution](#)

1208.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[gabriel88766's solution](#)

1209.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1210.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[gabriel88766's solution](#)

1211.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[gabriel88766's solution](#)

1212.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[gabriel88766's solution](#)

1213.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[gabriel88766's solution](#)

1214.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[gabriel88766's solution](#)

1215.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[gabriel88766's solution](#)

1216.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[gabriel88766's solution](#)

1217.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[gabriel88766's solution](#)

1218.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[gabriel88766's solution](#)

1219.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

1220.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[gabriel88766's solution](#)

1221.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

1222.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[gabriel88766's solution](#)

1223.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

1224.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings
[gabriel88766's solution](#)

1225.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

1226.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[gabriel88766's solution](#)

1227.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

1228.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, sortings
[gabriel88766's solution](#)

1229.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[gabriel88766's solution](#)

1230.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[gabriel88766's solution](#)

1231.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[gabriel88766's solution](#)

1232.

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[gabriel88766's solution](#)

1233.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[gabriel88766's solution](#)

1234.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

1235.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1236.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1237.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[gabriel88766's solution](#)

1238.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1239.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[gabriel88766's solution](#)

1240.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1241.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

1242.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[gabriel88766's solution](#)

1243.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1244.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[gabriel88766's solution](#)

1245.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[gabriel88766's solution](#)

1246.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[gabriel88766's solution](#)

1247.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[gabriel88766's solution](#)

1248.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[gabriel88766's solution](#)

1249.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[gabriel88766's solution](#)

1250.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[gabriel88766's solution](#)

1251.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[gabriel88766's solution](#)

1252.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[gabriel88766's solution](#)

1253.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[gabriel88766's solution](#)

1254.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[gabriel88766's solution](#)

1255.

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1256.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[gabriel88766's solution](#)

1257.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1258.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-11-15 · last AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[gabriel88766's solution](#)

1259.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1260.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1261.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

1262.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[gabriel88766's solution](#)

1263.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1264.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

1265.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1266.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

1267.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

1268.

1006C

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

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[gabriel88766's solution](#)

1269.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1270.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1271.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[gabriel88766's solution](#)

1272.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

1273.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1274.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[gabriel88766's solution](#)

1275.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[gabriel88766's solution](#)

1276.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[gabriel88766's solution](#)

1277.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1278.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[gabriel88766's solution](#)

1279.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[gabriel88766's solution](#)

1280.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[gabriel88766's solution](#)

1281.

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1282.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[gabriel88766's solution](#)

1283.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1284.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[gabriel88766's solution](#)

1285.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[gabriel88766's solution](#)

1286.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[gabriel88766's solution](#)

1287.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[gabriel88766's solution](#)

1288.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1289.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

1290.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[gabriel88766's solution](#)

1291.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1292.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[gabriel88766's solution](#)

1293.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1294.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[gabriel88766's solution](#)

1295.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2020-10-15 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

1296.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[gabriel88766's solution](#)

1297.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[gabriel88766's solution](#)

1298.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1299.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1300.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1301.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[gabriel88766's solution](#)

1302.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1303.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[gabriel88766's solution](#)

1304.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[gabriel88766's solution](#)

1305.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[gabriel88766's solution](#)

1306.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[gabriel88766's solution](#)

1307.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1308.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1309.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

1310.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1311.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[gabriel88766's solution](#)

1312.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1313.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

1314.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1315.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1316.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1300 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

1317.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths
[gabriel88766's solution](#)

1318.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[gabriel88766's solution](#)

1319.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[gabriel88766's solution](#)

1320.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

1321.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

1322.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

1323.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

1324.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math
[gabriel88766's solution](#)

1325.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[gabriel88766's solution](#)

1326.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[gabriel88766's solution](#)

1327.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[gabriel88766's solution](#)

1328.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1329.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[gabriel88766's solution](#)

1330.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[gabriel88766's solution](#)

1331.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
[gabriel88766's solution](#)

1332.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[gabriel88766's solution](#)

1333.

221C

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

Rating: 1300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[gabriel88766's solution](#)

1334.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1335.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: math
[gabriel88766's solution](#)

1336.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[gabriel88766's solution](#)

1337.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[gabriel88766's solution](#)

1338.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 18,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[gabriel88766's solution](#)

1339.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

1340.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[gabriel88766's solution](#)

1341.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1342.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[gabriel88766's solution](#)

1343.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[gabriel88766's solution](#)

1344.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[gabriel88766's solution](#)

1345.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

1346.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[gabriel88766's solution](#)

1347.

2059B

[Cost of the Array](#) · Tutorial

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[gabriel88766's solution](#)

1348.

1981B

[Turtle and an Infinite Sequence](#) · Tutorial

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[gabriel88766's solution](#)

1349.

2056B

[Find the Permutation](#) · Tutorial

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[gabriel88766's solution](#)

1350.

2031C

[Penchick and BBQ Buns](#) · Tutorial

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

1351.

2049B

[pspspsps](#) · Tutorial

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[gabriel88766's solution](#)

1352.

2044E

[Insane Problem](#) · Tutorial

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[gabriel88766's solution](#)

1353.

2050D

[Digital string maximization](#) · Tutorial

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[gabriel88766's solution](#)

1354.

1367C

[Social Distance](#) · Tutorial

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

1355.

2037D

[Sharky Surfing](#) · Tutorial

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[gabriel88766's solution](#)

1356.

2036D

[I Love 1543](#) · Tutorial

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[gabriel88766's solution](#)

1357.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[gabriel88766's solution](#)

1358.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gabriel88766's solution](#)

1359.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[gabriel88766's solution](#)

1360.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[gabriel88766's solution](#)

1361.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[gabriel88766's solution](#)

1362.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

1363.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[gabriel88766's solution](#)

1364.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

1365.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1366.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1367.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1368.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation
[gabriel88766's solution](#)

1369.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

1370.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

1371.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[gabriel88766's solution](#)

1372.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[gabriel88766's solution](#)

1373.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[gabriel88766's solution](#)

1374.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

1375.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

1376.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[gabriel88766's solution](#)

1377.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

1378.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1379.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, strings
[gabriel88766's solution](#)

1380.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

1381.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[gabriel88766's solution](#)

1382.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, strings
[gabriel88766's solution](#)

1383.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

1384.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[gabriel88766's solution](#)

1385.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

1386.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1387.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[gabriel88766's solution](#)

1388.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[gabriel88766's solution](#)

1389.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[gabriel88766's solution](#)

1390.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gabriel88766's solution](#)

1391.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 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

[gabriel88766's solution](#)

1392.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[gabriel88766's solution](#)

1393.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

1394.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[gabriel88766's solution](#)

1395.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[gabriel88766's solution](#)

1396.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

1397.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1398.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
[gabriel88766's solution](#)

1399.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[gabriel88766's solution](#)

1400.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers
[gabriel88766's solution](#)

1401.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1402.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

1403.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[gabriel88766's solution](#)

1404.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers
[gabriel88766's solution](#)

1405.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[gabriel88766's solution](#)

1406.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[gabriel88766's solution](#)

1407.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[gabriel88766's solution](#)

1408.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[gabriel88766's solution](#)

1409.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[gabriel88766's solution](#)

1410.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[gabriel88766's solution](#)

1411.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[gabriel88766's solution](#)

1412.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

1413.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

1414.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

1415.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

1416.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[gabriel88766's solution](#)

1417.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

1418.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[gabriel88766's solution](#)

1419.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[gabriel88766's solution](#)

1420.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[gabriel88766's solution](#)

1421.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

1422.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[gabriel88766's solution](#)

1423.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[gabriel88766's solution](#)

1424.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1425.

1890C

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

Rating: 1300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[gabriel88766's solution](#)

1426.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[gabriel88766's solution](#)

1427.

1881D

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

Quality: 28,446 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

1428.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,722 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[gabriel88766's solution](#)

1429.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[gabriel88766's solution](#)

1430.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[gabriel88766's solution](#)

1431.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

1432.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[gabriel88766's solution](#)

1433.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[gabriel88766's solution](#)

1434.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[gabriel88766's solution](#)

1435.

1869C

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

Rating: 1300 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1436.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

1437.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[gabriel88766's solution](#)

1438.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

1439.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1440.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[gabriel88766's solution](#)

1441.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[gabriel88766's solution](#)

1442.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1443.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[gabriel88766's solution](#)

1444.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1445.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-28 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[gabriel88766's solution](#)

1446.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[gabriel88766's solution](#)

1447.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

1448.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

1449.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[gabriel88766's solution](#)

1450.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1451.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[gabriel88766's solution](#)

1452.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

1453.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[gabriel88766's solution](#)

1454.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[gabriel88766's solution](#)

1455.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[gabriel88766's solution](#)

1456.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics

[gabriel88766's solution](#)

1457.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · last AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[gabriel88766's solution](#)

1458.

1225B2

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

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[gabriel88766's solution](#)

1459.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[gabriel88766's solution](#)

1460.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[gabriel88766's solution](#)

1461.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1462.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1463.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1464.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[gabriel88766's solution](#)

1465.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

1466.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[gabriel88766's solution](#)

1467.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[gabriel88766's solution](#)

1468.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[gabriel88766's solution](#)

1469.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

1470.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

1471.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

1472.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

1473.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[gabriel88766's solution](#)

1474.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

1475.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[gabriel88766's solution](#)

1476.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[gabriel88766's solution](#)

1477.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

1478.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[gabriel88766's solution](#)

1479.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[gabriel88766's solution](#)

1480.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[gabriel88766's solution](#)

1481.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1482.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1483.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[gabriel88766's solution](#)

1484.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[gabriel88766's solution](#)

1485.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[gabriel88766's solution](#)

1486.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1487.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

1488.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

1489.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[gabriel88766's solution](#)

1490.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[gabriel88766's solution](#)

1491.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[gabriel88766's solution](#)

1492.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1493.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, two pointers

[gabriel88766's solution](#)

1494.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gabriel88766's solution](#)

1495.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[gabriel88766's solution](#)

1496.

4C

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

Quality: 108,194 global accepts · Rating: 1300 · first AC: 2020-09-01 · last AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[gabriel88766's solution](#)

1497.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

1498.

124C

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

Rating: 1300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[gabriel88766's solution](#)

1499.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[gabriel88766's solution](#)

1500.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2020-09-02 · last AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[gabriel88766's solution](#)

1501.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1502.

841C

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

Rating: 1300 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1503.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[gabriel88766's solution](#)

1504.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,184 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[gabriel88766's solution](#)

1505.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

1506.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

1507.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1508.

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[gabriel88766's solution](#)

1509.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[gabriel88766's solution](#)

1510.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[gabriel88766's solution](#)

1511.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[gabriel88766's solution](#)

1512.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

1513.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
[gabriel88766's solution](#)

1514.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[gabriel88766's solution](#)

1515.

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[gabriel88766's solution](#)

1516.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

1517.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[gabriel88766's solution](#)

1518.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[gabriel88766's solution](#)

1519.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[gabriel88766's solution](#)

1520.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[gabriel88766's solution](#)

1521.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

1522.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[gabriel88766's solution](#)

1523.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[gabriel88766's solution](#)

1524.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[gabriel88766's solution](#)

1525.

2067D

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

Rating: 1400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[gabriel88766's solution](#)

1526.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[gabriel88766's solution](#)

1527.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1528.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[gabriel88766's solution](#)

1529.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[gabriel88766's solution](#)

1530.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[gabriel88766's solution](#)

1531.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[gabriel88766's solution](#)

1532.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[gabriel88766's solution](#)

1533.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1534.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[gabriel88766's solution](#)

1535.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

1536.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[gabriel88766's solution](#)

1537.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
[gabriel88766's solution](#)

1538.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[gabriel88766's solution](#)

1539.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[gabriel88766's solution](#)

1540.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[gabriel88766's solution](#)

1541.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 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
[gabriel88766's solution](#)

1542.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games
[gabriel88766's solution](#)

1543.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[gabriel88766's solution](#)

1544.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[gabriel88766's solution](#)

1545.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[gabriel88766's solution](#)

1546.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[gabriel88766's solution](#)

1547.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[gabriel88766's solution](#)

1548.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[gabriel88766's solution](#)

1549.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

1550.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[gabriel88766's solution](#)

1551.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[gabriel88766's solution](#)

1552.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[gabriel88766's solution](#)

1553.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gabriel88766's solution](#)

1554.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[gabriel88766's solution](#)

1555.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[gabriel88766's solution](#)

1556.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1557.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math, ternary search

[gabriel88766's solution](#)

1558.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[gabriel88766's solution](#)

1559.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

1560.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1561.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

1562.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

1563.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[gabriel88766's solution](#)

1564.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[gabriel88766's solution](#)

1565.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[gabriel88766's solution](#)

1566.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[gabriel88766's solution](#)

1567.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

1568.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1569.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[gabriel88766's solution](#)

1570.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1571.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[gabriel88766's solution](#)

1572.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[gabriel88766's solution](#)

1573.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[gabriel88766's solution](#)

1574.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[gabriel88766's solution](#)

1575.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[gabriel88766's solution](#)

1576.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[gabriel88766's solution](#)

1577.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

1578.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[gabriel88766's solution](#)

1579.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[gabriel88766's solution](#)

1580.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[gabriel88766's solution](#)

1581.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[gabriel88766's solution](#)

1582.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[gabriel88766's solution](#)

1583.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1584.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[gabriel88766's solution](#)

1585.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[gabriel88766's solution](#)

1586.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[gabriel88766's solution](#)

1587.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[gabriel88766's solution](#)

1588.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1589.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

1590.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[gabriel88766's solution](#)

1591.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1592.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[gabriel88766's solution](#)

1593.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[gabriel88766's solution](#)

1594.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[gabriel88766's solution](#)

1595.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

1596.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[gabriel88766's solution](#)

1597.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[gabriel88766's solution](#)

1598.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[gabriel88766's solution](#)

1599.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[gabriel88766's solution](#)

1600.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1601.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[gabriel88766's solution](#)

1602.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[gabriel88766's solution](#)

1603.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1604.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[gabriel88766's solution](#)

1605.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[gabriel88766's solution](#)

1606.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gabriel88766's solution](#)

1607.

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[gabriel88766's solution](#)

1608.

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[gabriel88766's solution](#)

1609.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1610.

1905C

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

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

[gabriel88766's solution](#)

1611.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[gabriel88766's solution](#)

1612.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[gabriel88766's solution](#)

1613.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gabriel88766's solution](#)

1614.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

1615.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

1616.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

1617.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[gabriel88766's solution](#)

1618.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[gabriel88766's solution](#)

1619.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers
[gabriel88766's solution](#)

1620.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[gabriel88766's solution](#)

1621.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[gabriel88766's solution](#)

1622.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[gabriel88766's solution](#)

1623.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[gabriel88766's solution](#)

1624.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[gabriel88766's solution](#)

1625.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[gabriel88766's solution](#)

1626.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1627.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

1628.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[gabriel88766's solution](#)

1629.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[gabriel88766's solution](#)

1630.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1631.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[gabriel88766's solution](#)

1632.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[gabriel88766's solution](#)

1633.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[gabriel88766's solution](#)

1634.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

1635.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[gabriel88766's solution](#)

1636.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[gabriel88766's solution](#)

1637.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

1638.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1639.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

1640.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[gabriel88766's solution](#)

1641.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[gabriel88766's solution](#)

1642.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

1643.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[gabriel88766's solution](#)

1644.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[gabriel88766's solution](#)

1645.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[gabriel88766's solution](#)

1646.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[gabriel88766's solution](#)

1647.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

1648.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1649.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[gabriel88766's solution](#)

1650.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[gabriel88766's solution](#)

1651.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[gabriel88766's solution](#)

1652.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1653.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1654.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1655.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[gabriel88766's solution](#)

1656.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[gabriel88766's solution](#)

1657.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1658.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[gabriel88766's solution](#)

1659.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[gabriel88766's solution](#)

1660.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[gabriel88766's solution](#)

1661.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1662.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[gabriel88766's solution](#)

1663.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

1664.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[gabriel88766's solution](#)

1665.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2023-02-06 · last AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[gabriel88766's solution](#)

1666.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

1667.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-16 · last AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[gabriel88766's solution](#)

1668.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[gabriel88766's solution](#)

1669.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[gabriel88766's solution](#)

1670.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[gabriel88766's solution](#)

1671.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[gabriel88766's solution](#)

1672.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[gabriel88766's solution](#)

1673.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[gabriel88766's solution](#)

1674.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

1675.

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

1676.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

1677.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[gabriel88766's solution](#)

1678.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[gabriel88766's solution](#)

1679.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[gabriel88766's solution](#)

1680.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

1681.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[gabriel88766's solution](#)

1682.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

1683.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[gabriel88766's solution](#)

1684.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1685.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1686.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

1687.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation

[gabriel88766's solution](#)

1688.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[gabriel88766's solution](#)

1689.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[gabriel88766's solution](#)

1690.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1691.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[gabriel88766's solution](#)

1692.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[gabriel88766's solution](#)

1693.

2218F

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

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[gabriel88766's solution](#)

1694.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[gabriel88766's solution](#)

1695.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[gabriel88766's solution](#)

1696.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[gabriel88766's solution](#)

1697.

1818C

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

Rating: 1500 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[gabriel88766's solution](#)

1698.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[gabriel88766's solution](#)

1699.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1700.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[gabriel88766's solution](#)

1701.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1702.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

1703.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

1704.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[gabriel88766's solution](#)

1705.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[gabriel88766's solution](#)

1706.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[gabriel88766's solution](#)

1707.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[gabriel88766's solution](#)

1708.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[gabriel88766's solution](#)

1709.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[gabriel88766's solution](#)

1710.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[gabriel88766's solution](#)

1711.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[gabriel88766's solution](#)

1712.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[gabriel88766's solution](#)

1713.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[gabriel88766's solution](#)

1714.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[gabriel88766's solution](#)

1715.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[gabriel88766's solution](#)

1716.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[gabriel88766's solution](#)

1717.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[gabriel88766's solution](#)

1718.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[gabriel88766's solution](#)

1719.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[gabriel88766's solution](#)

1720.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[gabriel88766's solution](#)

1721.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[gabriel88766's solution](#)

1722.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

1723.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[gabriel88766's solution](#)

1724.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[gabriel88766's solution](#)

1725.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[gabriel88766's solution](#)

1726.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[gabriel88766's solution](#)

1727.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1728.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

1729.

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[gabriel88766's solution](#)

1730.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1731.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1732.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[gabriel88766's solution](#)

1733.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1734.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[gabriel88766's solution](#)

1735.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

1736.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[gabriel88766's solution](#)

1737.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1738.

2008E

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

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[gabriel88766's solution](#)

1739.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1740.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1741.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1742.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math

[gabriel88766's solution](#)

1743.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[gabriel88766's solution](#)

1744.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

1745.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[gabriel88766's solution](#)

1746.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

1747.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[gabriel88766's solution](#)

1748.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[gabriel88766's solution](#)

1749.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[gabriel88766's solution](#)

1750.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[gabriel88766's solution](#)

1751.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[gabriel88766's solution](#)

1752.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[gabriel88766's solution](#)

1753.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[gabriel88766's solution](#)

1754.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

1755.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[gabriel88766's solution](#)

1756.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

1757.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,739 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[gabriel88766's solution](#)

1758.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[gabriel88766's solution](#)

1759.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[gabriel88766's solution](#)

1760.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[gabriel88766's solution](#)

1761.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[gabriel88766's solution](#)

1762.

1506E

[Restoring the Permutation](#) · [Tutorial](#)

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

1763.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[gabriel88766's solution](#)

1764.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[gabriel88766's solution](#)

1765.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, strings

[gabriel88766's solution](#)

1766.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[gabriel88766's solution](#)

1767.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[gabriel88766's solution](#)

1768.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

1769.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[gabriel88766's solution](#)

1770.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1771.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[gabriel88766's solution](#)

1772.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1773.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[gabriel88766's solution](#)

1774.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[gabriel88766's solution](#)

1775.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

1776.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1777.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1778.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

1779.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

1780.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math

[gabriel88766's solution](#)

1781.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[gabriel88766's solution](#)

1782.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

1783.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1784.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

1785.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1786.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1787.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

1788.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

1789.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,696 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

1790.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[gabriel88766's solution](#)

1791.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[gabriel88766's solution](#)

1792.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1793.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[gabriel88766's solution](#)

1794.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[gabriel88766's solution](#)

1795.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

1796.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[gabriel88766's solution](#)

1797.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[gabriel88766's solution](#)

1798.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[gabriel88766's solution](#)

1799.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[gabriel88766's solution](#)

1800.

1196D1

[RGB Substring \(easy version\) · Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1801.

1196C

[Robot Breakout · Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1802.

1399D

[Binary String To Subsequences · Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-11-16 · last AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[gabriel88766's solution](#)

1803.

1814C

[Search in Parallel · Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[gabriel88766's solution](#)

1804.

1234C

[Pipes · Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[gabriel88766's solution](#)

1805.

1811E

[Living Sequence · Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[gabriel88766's solution](#)

1806.

1744E1

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

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[gabriel88766's solution](#)

1807.

1542B

[Plus and Multiply · Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[gabriel88766's solution](#)

1808.

1010A

[Fly · Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

1809.

1066B

[Heaters · Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[gabriel88766's solution](#)

1810.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

1811.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

1812.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

1813.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

1814.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[gabriel88766's solution](#)

1815.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[gabriel88766's solution](#)

1816.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings
[gabriel88766's solution](#)

1817.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[gabriel88766's solution](#)

1818.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[gabriel88766's solution](#)

1819.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
[gabriel88766's solution](#)

1820.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[gabriel88766's solution](#)

1821.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[gabriel88766's solution](#)

1822.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[gabriel88766's solution](#)

1823.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[gabriel88766's solution](#)

1824.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[gabriel88766's solution](#)

1825.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[gabriel88766's solution](#)

1826.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gabriel88766's solution](#)

1827.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[gabriel88766's solution](#)

1828.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[gabriel88766's solution](#)

1829.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[gabriel88766's solution](#)

1830.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[gabriel88766's solution](#)

1831.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[gabriel88766's solution](#)

1832.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[gabriel88766's solution](#)

1833.

1791F

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Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[gabriel88766's solution](#)

1834.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[gabriel88766's solution](#)

1835.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[gabriel88766's solution](#)

1836.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[gabriel88766's solution](#)

1837.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2020-10-10 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[gabriel88766's solution](#)

1838.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1839.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[gabriel88766's solution](#)

1840.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[gabriel88766's solution](#)

1841.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

1842.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[gabriel88766's solution](#)

1843.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

1844.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[gabriel88766's solution](#)

1845.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[gabriel88766's solution](#)

1846.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[gabriel88766's solution](#)

1847.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

1848.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1849.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1850.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[gabriel88766's solution](#)

1851.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[gabriel88766's solution](#)

1852.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

1853.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

1854.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[gabriel88766's solution](#)

1855.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[gabriel88766's solution](#)

1856.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[gabriel88766's solution](#)

1857.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[gabriel88766's solution](#)

1858.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

1859.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[gabriel88766's solution](#)

1860.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[gabriel88766's solution](#)

1861.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[gabriel88766's solution](#)

1862.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[gabriel88766's solution](#)

1863.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[gabriel88766's solution](#)

1864.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[gabriel88766's solution](#)

1865.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math
[gabriel88766's solution](#)

1866.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy
[gabriel88766's solution](#)

1867.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers
[gabriel88766's solution](#)

1868.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[gabriel88766's solution](#)

1869.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[gabriel88766's solution](#)

1870.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[gabriel88766's solution](#)

1871.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings
[gabriel88766's solution](#)

1872.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,354 global accepts · Rating: 1600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[gabriel88766's solution](#)

1873.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[gabriel88766's solution](#)

1874.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[gabriel88766's solution](#)

1875.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[gabriel88766's solution](#)

1876.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

1877.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[gabriel88766's solution](#)

1878.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[gabriel88766's solution](#)

1879.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities
[gabriel88766's solution](#)

1880.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

1881.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[gabriel88766's solution](#)

1882.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[gabriel88766's solution](#)

1883.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[gabriel88766's solution](#)

1884.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[gabriel88766's solution](#)

1885.

2063C

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

Quality: 14,645 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

[gabriel88766's solution](#)

1886.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[gabriel88766's solution](#)

1887.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[gabriel88766's solution](#)

1888.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[gabriel88766's solution](#)

1889.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[gabriel88766's solution](#)

1890.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[gabriel88766's solution](#)

1891.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings
[gabriel88766's solution](#)

1892.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[gabriel88766's solution](#)

1893.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers
[gabriel88766's solution](#)

1894.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[gabriel88766's solution](#)

1895.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[gabriel88766's solution](#)

1896.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[gabriel88766's solution](#)

1897.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[gabriel88766's solution](#)

1898.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[gabriel88766's solution](#)

1899.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, implementation
[gabriel88766's solution](#)

1900.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[gabriel88766's solution](#)

1901.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[gabriel88766's solution](#)

1902.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

1903.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

1904.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

1905.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

1906.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[gabriel88766's solution](#)

1907.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[gabriel88766's solution](#)

1908.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[gabriel88766's solution](#)

1909.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

1910.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[gabriel88766's solution](#)

1911.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[gabriel88766's solution](#)

1912.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[gabriel88766's solution](#)

1913.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, math
[gabriel88766's solution](#)

1914.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[gabriel88766's solution](#)

1915.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[gabriel88766's solution](#)

1916.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

1917.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry
[gabriel88766's solution](#)

1918.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

1919.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[gabriel88766's solution](#)

1920.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1921.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[gabriel88766's solution](#)

1922.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[gabriel88766's solution](#)

1923.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[gabriel88766's solution](#)

1924.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[gabriel88766's solution](#)

1925.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

1926.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[gabriel88766's solution](#)

1927.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

1928.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

1929.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

1930.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[gabriel88766's solution](#)

1931.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

1932.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[gabriel88766's solution](#)

1933.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

1934.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[gabriel88766's solution](#)

1935.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

1936.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[gabriel88766's solution](#)

1937.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1938.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[gabriel88766's solution](#)

1939.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math
[gabriel88766's solution](#)

1940.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[gabriel88766's solution](#)

1941.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[gabriel88766's solution](#)

1942.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation
[gabriel88766's solution](#)

1943.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing
[gabriel88766's solution](#)

1944.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[gabriel88766's solution](#)

1945.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

1946.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[gabriel88766's solution](#)

1947.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[gabriel88766's solution](#)

1948.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[gabriel88766's solution](#)

1949.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[gabriel88766's solution](#)

1950.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

1951.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, math
[gabriel88766's solution](#)

1952.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[gabriel88766's solution](#)

1953.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gabriel88766's solution](#)

1954.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · last AC: 2023-10-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[gabriel88766's solution](#)

1955.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

1956.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

1957.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[gabriel88766's solution](#)

1958.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers
[gabriel88766's solution](#)

1959.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[gabriel88766's solution](#)

1960.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp
[gabriel88766's solution](#)

1961.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

1962.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[gabriel88766's solution](#)

1963.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[gabriel88766's solution](#)

1964.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2023-09-02 · last AC: 2023-09-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math

[gabriel88766's solution](#)

1965.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[gabriel88766's solution](#)

1966.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[gabriel88766's solution](#)

1967.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[gabriel88766's solution](#)

1968.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[gabriel88766's solution](#)

1969.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[gabriel88766's solution](#)

1970.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[gabriel88766's solution](#)

1971.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1972.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[gabriel88766's solution](#)

1973.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, two pointers

[gabriel88766's solution](#)

1974.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[gabriel88766's solution](#)

1975.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[gabriel88766's solution](#)

1976.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[gabriel88766's solution](#)

1977.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[gabriel88766's solution](#)

1978.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[gabriel88766's solution](#)

1979.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[gabriel88766's solution](#)

1980.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[gabriel88766's solution](#)

1981.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

1982.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

1983.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, number theory

[gabriel88766's solution](#)

1984.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

1985.

1542C

[Strange Function · Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1986.

1798D

[Shocking Arrangement · Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

1987.

1225C

[p-binary · Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[gabriel88766's solution](#)

1988.

1227D1

[Optimal Subsequences \(Easy Version\) · Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

1989.

1006E

[Military Problem · Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[gabriel88766's solution](#)

1990.

1806C

[Sequence Master · Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[gabriel88766's solution](#)

1991.

888D

[Almost Identity Permutations · Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

1992.

1165E

[Two Arrays and Sum of Functions · Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[gabriel88766's solution](#)

1993.

1165D

[Almost All Divisors · Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

1994.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[gabriel88766's solution](#)

1995.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[gabriel88766's solution](#)

1996.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

1997.

1754D

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

Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

1998.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

1999.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

2000.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[gabriel88766's solution](#)

2001.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

2002.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[gabriel88766's solution](#)

2003.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[gabriel88766's solution](#)

2004.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[gabriel88766's solution](#)

2005.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

2006.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[gabriel88766's solution](#)

2007.

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

2008.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[gabriel88766's solution](#)

2009.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[gabriel88766's solution](#)

2010.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

2011.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[gabriel88766's solution](#)

2012.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[gabriel88766's solution](#)

2013.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1600 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[gabriel88766's solution](#)

2014.

1782C

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

Rating: 1600 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[gabriel88766's solution](#)

2015.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[gabriel88766's solution](#)

2016.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[gabriel88766's solution](#)

2017.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

2018.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

2019.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

2020.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: games, trees
[gabriel88766's solution](#)

2021.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[gabriel88766's solution](#)

2022.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, math, sortings
[gabriel88766's solution](#)

2023.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2020-10-02 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[gabriel88766's solution](#)

2024.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[gabriel88766's solution](#)

2025.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[gabriel88766's solution](#)

2026.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-19 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[gabriel88766's solution](#)

2027.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[gabriel88766's solution](#)

2028.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[gabriel88766's solution](#)

2029.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

2030.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

2031.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-09-01 · last AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

2032.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[gabriel88766's solution](#)

2033.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[gabriel88766's solution](#)

2034.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[gabriel88766's solution](#)

2035.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gabriel88766's solution](#)

2036.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[gabriel88766's solution](#)

2037.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[gabriel88766's solution](#)

2038.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[gabriel88766's solution](#)

2039.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

2040.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[gabriel88766's solution](#)

2041.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[gabriel88766's solution](#)

2042.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, interactive

[gabriel88766's solution](#)

2043.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[gabriel88766's solution](#)

2044.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[gabriel88766's solution](#)

2045.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation,

strings

[gabriel88766's solution](#)

2046.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[gabriel88766's solution](#)

2047.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[gabriel88766's solution](#)

2048.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[gabriel88766's solution](#)

2049.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[gabriel88766's solution](#)

2050.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[gabriel88766's solution](#)

2051.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[gabriel88766's solution](#)

2052.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[gabriel88766's solution](#)

2053.

2118D1

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

Quality: 8,456 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

[gabriel88766's solution](#)

2054.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[gabriel88766's solution](#)

2055.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[gabriel88766's solution](#)

2056.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[gabriel88766's solution](#)

2057.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[gabriel88766's solution](#)

2058.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[gabriel88766's solution](#)

2059.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[gabriel88766's solution](#)

2060.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

2061.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[gabriel88766's solution](#)

2062.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[gabriel88766's solution](#)

2063.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[gabriel88766's solution](#)

2064.

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

[gabriel88766's solution](#)

2065.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[gabriel88766's solution](#)

2066.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

2067.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory
[gabriel88766's solution](#)

2068.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[gabriel88766's solution](#)

2069.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[gabriel88766's solution](#)

2070.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[gabriel88766's solution](#)

2071.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[gabriel88766's solution](#)

2072.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math
[gabriel88766's solution](#)

2073.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[gabriel88766's solution](#)

2074.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[gabriel88766's solution](#)

2075.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[gabriel88766's solution](#)

2076.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[gabriel88766's solution](#)

2077.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[gabriel88766's solution](#)

2078.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

2079.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[gabriel88766's solution](#)

2080.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[gabriel88766's solution](#)

2081.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[gabriel88766's solution](#)

2082.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[gabriel88766's solution](#)

2083.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[gabriel88766's solution](#)

2084.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[gabriel88766's solution](#)

2085.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

2086.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[gabriel88766's solution](#)

2087.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[gabriel88766's solution](#)

2088.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[gabriel88766's solution](#)

2089.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[gabriel88766's solution](#)

2090.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 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

[gabriel88766's solution](#)

2091.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[gabriel88766's solution](#)

2092.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

2093.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[gabriel88766's solution](#)

2094.

361C

[Levko and Array Recovery](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

2095.

1937C

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

Rating: 1700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[gabriel88766's solution](#)

2096.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[gabriel88766's solution](#)

2097.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[gabriel88766's solution](#)

2098.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[gabriel88766's solution](#)

2099.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[gabriel88766's solution](#)

2100.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[gabriel88766's solution](#)

2101.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[gabriel88766's solution](#)

2102.

2007D

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

Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees
[gabriel88766's solution](#)

2103.

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[gabriel88766's solution](#)

2104.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[gabriel88766's solution](#)

2105.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[gabriel88766's solution](#)

2106.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

2107.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, shortest paths
[gabriel88766's solution](#)

2108.

990D

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

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[gabriel88766's solution](#)

2109.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[gabriel88766's solution](#)

2110.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

2111.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[gabriel88766's solution](#)

2112.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
[gabriel88766's solution](#)

2113.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[gabriel88766's solution](#)

2114.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[gabriel88766's solution](#)

2115.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[gabriel88766's solution](#)

2116.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[gabriel88766's solution](#)

2117.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[gabriel88766's solution](#)

2118.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[gabriel88766's solution](#)

2119.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[gabriel88766's solution](#)

2120.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[gabriel88766's solution](#)

2121.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

2122.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[gabriel88766's solution](#)

2123.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

2124.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[gabriel88766's solution](#)

2125.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

2126.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[gabriel88766's solution](#)

2127.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[gabriel88766's solution](#)

2128.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[gabriel88766's solution](#)

2129.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[gabriel88766's solution](#)

2130.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

2131.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[gabriel88766's solution](#)

2132.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[gabriel88766's solution](#)

2133.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[gabriel88766's solution](#)

2134.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

2135.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation
[gabriel88766's solution](#)

2136.

797C
[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[gabriel88766's solution](#)

2137.

1735D
[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[gabriel88766's solution](#)

2138.

1901D
[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
[gabriel88766's solution](#)

2139.

1896D
[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[gabriel88766's solution](#)

2140.

678D
[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

2141.

1462E2
[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[gabriel88766's solution](#)

2142.

1343D
[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[gabriel88766's solution](#)

2143.

1898C
[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

2144.

1335E1
[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[gabriel88766's solution](#)

2145.

1324E
[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[gabriel88766's solution](#)

2146.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[gabriel88766's solution](#)

2147.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[gabriel88766's solution](#)

2148.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings
[gabriel88766's solution](#)

2149.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[gabriel88766's solution](#)

2150.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[gabriel88766's solution](#)

2151.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[gabriel88766's solution](#)

2152.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

2153.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[gabriel88766's solution](#)

2154.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gabriel88766's solution](#)

2155.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[gabriel88766's solution](#)

2156.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[gabriel88766's solution](#)

2157.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[gabriel88766's solution](#)

2158.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[gabriel88766's solution](#)

2159.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[gabriel88766's solution](#)

2160.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[gabriel88766's solution](#)

2161.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[gabriel88766's solution](#)

2162.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
[gabriel88766's solution](#)

2163.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[gabriel88766's solution](#)

2164.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[gabriel88766's solution](#)

2165.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation
[gabriel88766's solution](#)

2166.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[gabriel88766's solution](#)

2167.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[gabriel88766's solution](#)

2168.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[gabriel88766's solution](#)

2169.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[gabriel88766's solution](#)

2170.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[gabriel88766's solution](#)

2171.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[gabriel88766's solution](#)

2172.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[gabriel88766's solution](#)

2173.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[gabriel88766's solution](#)

2174.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[gabriel88766's solution](#)

2175.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[gabriel88766's solution](#)

2176.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[gabriel88766's solution](#)

2177.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[gabriel88766's solution](#)

2178.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[gabriel88766's solution](#)

2179.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[gabriel88766's solution](#)

2180.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[gabriel88766's solution](#)

2181.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2182.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

2183.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[gabriel88766's solution](#)

2184.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

2185.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

2186.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

2187.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[gabriel88766's solution](#)

2188.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation
[gabriel88766's solution](#)

2189.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

2190.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[gabriel88766's solution](#)

2191.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,086 global accepts · Rating: 1700 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

2192.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[gabriel88766's solution](#)

2193.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[gabriel88766's solution](#)

2194.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math
[gabriel88766's solution](#)

2195.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[gabriel88766's solution](#)

2196.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[gabriel88766's solution](#)

2197.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[gabriel88766's solution](#)

2198.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings
[gabriel88766's solution](#)

2199.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: strings
[gabriel88766's solution](#)

2200.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2023-02-06 · last AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[gabriel88766's solution](#)

2201.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gabriel88766's solution](#)

2202.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[gabriel88766's solution](#)

2203.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[gabriel88766's solution](#)

2204.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[gabriel88766's solution](#)

2205.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: games
[gabriel88766's solution](#)

2206.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[gabriel88766's solution](#)

2207.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[gabriel88766's solution](#)

2208.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[gabriel88766's solution](#)

2209.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[gabriel88766's solution](#)

2210.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

2211.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[gabriel88766's solution](#)

2212.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2020-11-28 · Mysterious Language (first AC) · Tags: *special

[gabriel88766's solution](#)

2213.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[gabriel88766's solution](#)

2214.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[gabriel88766's solution](#)

2215.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math

[gabriel88766's solution](#)

2216.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[gabriel88766's solution](#)

2217.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[gabriel88766's solution](#)

2218.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[gabriel88766's solution](#)

2219.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

2220.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[gabriel88766's solution](#)

2221.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[gabriel88766's solution](#)

2222.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2020-09-11 · last AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

2223.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[gabriel88766's solution](#)

2224.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[gabriel88766's solution](#)

2225.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 1800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

2226.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[gabriel88766's solution](#)

2227.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[gabriel88766's solution](#)

2228.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[gabriel88766's solution](#)

2229.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[gabriel88766's solution](#)

2230.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[gabriel88766's solution](#)

2231.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[gabriel88766's solution](#)

2232.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[gabriel88766's solution](#)

2233.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

2234.

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[gabriel88766's solution](#)

2235.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2236.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[gabriel88766's solution](#)

2237.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[gabriel88766's solution](#)

2238.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, implementation
[gabriel88766's solution](#)

2239.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[gabriel88766's solution](#)

2240.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[gabriel88766's solution](#)

2241.

1833G

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

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
[gabriel88766's solution](#)

2242.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[gabriel88766's solution](#)

2243.

221D

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

Rating: 1800 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[gabriel88766's solution](#)

2244.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[gabriel88766's solution](#)

2245.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
[gabriel88766's solution](#)

2246.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

2247.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

2248.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[gabriel88766's solution](#)

2249.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[gabriel88766's solution](#)

2250.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[gabriel88766's solution](#)

2251.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gabriel88766's solution](#)

2252.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-10-31 · last AC: 2025-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[gabriel88766's solution](#)

2253.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[gabriel88766's solution](#)

2254.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[gabriel88766's solution](#)

2255.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[gabriel88766's solution](#)

2256.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gabriel88766's solution](#)

2257.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[gabriel88766's solution](#)

2258.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[gabriel88766's solution](#)

2259.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[gabriel88766's solution](#)

2260.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[gabriel88766's solution](#)

2261.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

2262.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

2263.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2264.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[gabriel88766's solution](#)

2265.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[gabriel88766's solution](#)

2266.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[gabriel88766's solution](#)

2267.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[gabriel88766's solution](#)

2268.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[gabriel88766's solution](#)

2269.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gabriel88766's solution](#)

2270.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[gabriel88766's solution](#)

2271.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

2272.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[gabriel88766's solution](#)

2273.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[gabriel88766's solution](#)

2274.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gabriel88766's solution](#)

2275.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[gabriel88766's solution](#)

2276.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

2277.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math, number theory

[gabriel88766's solution](#)

2278.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[gabriel88766's solution](#)

2279.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[gabriel88766's solution](#)

2280.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

2281.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[gabriel88766's solution](#)

2282.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

2283.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math

[gabriel88766's solution](#)

2284.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[gabriel88766's solution](#)

2285.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[gabriel88766's solution](#)

2286.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[gabriel88766's solution](#)

2287.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[gabriel88766's solution](#)

2288.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[gabriel88766's solution](#)

2289.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

2290.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[gabriel88766's solution](#)

2291.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[gabriel88766's solution](#)

2292.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

2293.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[gabriel88766's solution](#)

2294.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[gabriel88766's solution](#)

2295.

2007E

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

Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[gabriel88766's solution](#)

2296.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[gabriel88766's solution](#)

2297.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[gabriel88766's solution](#)

2298.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[gabriel88766's solution](#)

2299.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math

[gabriel88766's solution](#)

2300.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[gabriel88766's solution](#)

2301.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

2302.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

2303.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[gabriel88766's solution](#)

2304.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[gabriel88766's solution](#)

2305.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, strings

[gabriel88766's solution](#)

2306.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[gabriel88766's solution](#)

2307.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[gabriel88766's solution](#)

2308.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force
[gabriel88766's solution](#)

2309.

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
[gabriel88766's solution](#)

2310.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[gabriel88766's solution](#)

2311.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[gabriel88766's solution](#)

2312.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

2313.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

2314.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[gabriel88766's solution](#)

2315.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities, two pointers
[gabriel88766's solution](#)

2316.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[gabriel88766's solution](#)

2317.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[gabriel88766's solution](#)

2318.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[gabriel88766's solution](#)

2319.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[gabriel88766's solution](#)

2320.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[gabriel88766's solution](#)

2321.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[gabriel88766's solution](#)

2322.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[gabriel88766's solution](#)

2323.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[gabriel88766's solution](#)

2324.

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[gabriel88766's solution](#)

2325.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2326.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[gabriel88766's solution](#)

2327.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[gabriel88766's solution](#)

2328.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[gabriel88766's solution](#)

2329.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[gabriel88766's solution](#)

2330.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[gabriel88766's solution](#)

2331.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[gabriel88766's solution](#)

2332.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[gabriel88766's solution](#)

2333.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gabriel88766's solution](#)

2334.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[gabriel88766's solution](#)

2335.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2336.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[gabriel88766's solution](#)

2337.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

2338.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[gabriel88766's solution](#)

2339.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[gabriel88766's solution](#)

2340.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[gabriel88766's solution](#)

2341.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[gabriel88766's solution](#)

2342.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

2343.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2023-03-25 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[gabriel88766's solution](#)

2344.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[gabriel88766's solution](#)

2345.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees
[gabriel88766's solution](#)

2346.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[gabriel88766's solution](#)

2347.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[gabriel88766's solution](#)

2348.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[gabriel88766's solution](#)

2349.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[gabriel88766's solution](#)

2350.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[gabriel88766's solution](#)

2351.

245H

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

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings
[gabriel88766's solution](#)

2352.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[gabriel88766's solution](#)

2353.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[gabriel88766's solution](#)

2354.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math
[gabriel88766's solution](#)

2355.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[gabriel88766's solution](#)

2356.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[gabriel88766's solution](#)

2357.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[gabriel88766's solution](#)

2358.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[gabriel88766's solution](#)

2359.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[gabriel88766's solution](#)

2360.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[gabriel88766's solution](#)

2361.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[gabriel88766's solution](#)

2362.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[gabriel88766's solution](#)

2363.

1475D

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

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[gabriel88766's solution](#)

2364.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[gabriel88766's solution](#)

2365.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[gabriel88766's solution](#)

2366.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[gabriel88766's solution](#)

2367.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

2368.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[gabriel88766's solution](#)

2369.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[gabriel88766's solution](#)

2370.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[gabriel88766's solution](#)

2371.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[gabriel88766's solution](#)

2372.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gabriel88766's solution](#)

2373.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gabriel88766's solution](#)

2374.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[gabriel88766's solution](#)

2375.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

2376.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[gabriel88766's solution](#)

2377.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[gabriel88766's solution](#)

2378.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[gabriel88766's solution](#)

2379.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[gabriel88766's solution](#)

2380.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[gabriel88766's solution](#)

2381.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[gabriel88766's solution](#)

2382.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers
[gabriel88766's solution](#)

2383.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[gabriel88766's solution](#)

2384.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gabriel88766's solution](#)

2385.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

2386.

1782D

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

Rating: 1800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[gabriel88766's solution](#)

2387.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[gabriel88766's solution](#)

2388.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-10-01 · last AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[gabriel88766's solution](#)

2389.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[gabriel88766's solution](#)

2390.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2391.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[gabriel88766's solution](#)

2392.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[gabriel88766's solution](#)

2393.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-10-03 · last AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[gabriel88766's solution](#)

2394.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · last AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[gabriel88766's solution](#)

2395.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-10-15 · last AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[gabriel88766's solution](#)

2396.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[gabriel88766's solution](#)

2397.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2398.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2399.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[gabriel88766's solution](#)

2400.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[gabriel88766's solution](#)

2401.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[gabriel88766's solution](#)

2402.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

2403.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

2404.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[gabriel88766's solution](#)

2405.

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[gabriel88766's solution](#)

2406.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

2407.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[gabriel88766's solution](#)

2408.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[gabriel88766's solution](#)

2409.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gabriel88766's solution](#)

2410.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

2411.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, geometry, sortings
[gabriel88766's solution](#)

2412.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[gabriel88766's solution](#)

2413.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[gabriel88766's solution](#)

2414.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[gabriel88766's solution](#)

2415.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[gabriel88766's solution](#)

2416.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[gabriel88766's solution](#)

2417.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[gabriel88766's solution](#)

2418.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[gabriel88766's solution](#)

2419.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory
[gabriel88766's solution](#)

2420.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gabriel88766's solution](#)

2421.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[gabriel88766's solution](#)

2422.

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[gabriel88766's solution](#)

2423.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

2424.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gabriel88766's solution](#)

2425.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[gabriel88766's solution](#)

2426.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation, two pointers

[gabriel88766's solution](#)

2427.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-02 · last AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, sortings

[gabriel88766's solution](#)

2428.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[gabriel88766's solution](#)

2429.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[gabriel88766's solution](#)

2430.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, sortings

[gabriel88766's solution](#)

2431.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

2432.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[gabriel88766's solution](#)

2433.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, interactive, math

[gabriel88766's solution](#)

2434.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[gabriel88766's solution](#)

2435.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[gabriel88766's solution](#)

2436.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[gabriel88766's solution](#)

2437.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[gabriel88766's solution](#)

2438.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[gabriel88766's solution](#)

2439.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[gabriel88766's solution](#)

2440.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[gabriel88766's solution](#)

2441.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[gabriel88766's solution](#)

2442.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[gabriel88766's solution](#)

2443.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[gabriel88766's solution](#)

2444.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[gabriel88766's solution](#)

2445.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[gabriel88766's solution](#)

2446.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp

[gabriel88766's solution](#)

2447.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

2448.

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

[gabriel88766's solution](#)

2449.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[gabriel88766's solution](#)

2450.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

2451.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[gabriel88766's solution](#)

2452.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[gabriel88766's solution](#)

2453.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[gabriel88766's solution](#)

2454.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers
[gabriel88766's solution](#)

2455.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
[gabriel88766's solution](#)

2456.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory
[gabriel88766's solution](#)

2457.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[gabriel88766's solution](#)

2458.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[gabriel88766's solution](#)

2459.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math
[gabriel88766's solution](#)

2460.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[gabriel88766's solution](#)

2461.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[gabriel88766's solution](#)

2462.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[gabriel88766's solution](#)

2463.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[gabriel88766's solution](#)

2464.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[gabriel88766's solution](#)

2465.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[gabriel88766's solution](#)

2466.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[gabriel88766's solution](#)

2467.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[gabriel88766's solution](#)

2468.

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

[gabriel88766's solution](#)

2469.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

2470.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[gabriel88766's solution](#)

2471.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[gabriel88766's solution](#)

2472.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

2473.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, math

[gabriel88766's solution](#)

2474.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[gabriel88766's solution](#)

2475.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[gabriel88766's solution](#)

2476.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[gabriel88766's solution](#)

2477.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[gabriel88766's solution](#)

2478.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[gabriel88766's solution](#)

2479.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

2480.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[gabriel88766's solution](#)

2481.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, math
[gabriel88766's solution](#)

2482.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[gabriel88766's solution](#)

2483.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[gabriel88766's solution](#)

2484.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[gabriel88766's solution](#)

2485.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[gabriel88766's solution](#)

2486.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[gabriel88766's solution](#)

2487.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[gabriel88766's solution](#)

2488.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[gabriel88766's solution](#)

2489.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
[gabriel88766's solution](#)

2490.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings
[gabriel88766's solution](#)

2491.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[gabriel88766's solution](#)

2492.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
[gabriel88766's solution](#)

2493.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[gabriel88766's solution](#)

2494.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[gabriel88766's solution](#)

2495.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[gabriel88766's solution](#)

2496.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[gabriel88766's solution](#)

2497.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[gabriel88766's solution](#)

2498.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[gabriel88766's solution](#)

2499.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[gabriel88766's solution](#)

2500.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[gabriel88766's solution](#)**2501.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[gabriel88766's solution](#)**2502.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[gabriel88766's solution](#)**2503.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[gabriel88766's solution](#)**2504.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[gabriel88766's solution](#)**2505.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[gabriel88766's solution](#)**2506.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[gabriel88766's solution](#)**2507.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[gabriel88766's solution](#)**2508.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[gabriel88766's solution](#)**2509.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[gabriel88766's solution](#)

2510.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[gabriel88766's solution](#)

2511.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[gabriel88766's solution](#)

2512.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

2513.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[gabriel88766's solution](#)

2514.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[gabriel88766's solution](#)

2515.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[gabriel88766's solution](#)

2516.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[gabriel88766's solution](#)

2517.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[gabriel88766's solution](#)

2518.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[gabriel88766's solution](#)

2519.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[gabriel88766's solution](#)

2520.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[gabriel88766's solution](#)

2521.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

2522.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[gabriel88766's solution](#)

2523.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2524.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[gabriel88766's solution](#)

2525.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gabriel88766's solution](#)

2526.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

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2527.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

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2528.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[gabriel88766's solution](#)

2529.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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2530.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[gabriel88766's solution](#)

2531.

1272E

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Quality: 7,933 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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2532.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[gabriel88766's solution](#)

2533.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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2534.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory, strings

[gabriel88766's solution](#)

2535.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[gabriel88766's solution](#)

2536.

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[gabriel88766's solution](#)

2537.

45D

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Quality: 1,973 global accepts · Rating: 1900 · first AC: 2020-10-20 · last AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[gabriel88766's solution](#)

2538.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[gabriel88766's solution](#)

2539.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[gabriel88766's solution](#)

2540.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[gabriel88766's solution](#)

2541.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

2542.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[gabriel88766's solution](#)

2543.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[gabriel88766's solution](#)

2544.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[gabriel88766's solution](#)

2545.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[gabriel88766's solution](#)

2546.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[gabriel88766's solution](#)

2547.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

2548.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[gabriel88766's solution](#)

2549.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[gabriel88766's solution](#)

2550.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[gabriel88766's solution](#)

2551.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[gabriel88766's solution](#)

2552.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[gabriel88766's solution](#)

2553.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[gabriel88766's solution](#)

2554.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[gabriel88766's solution](#)

2555.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

2556.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[gabriel88766's solution](#)

2557.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[gabriel88766's solution](#)

2558.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2559.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gabriel88766's solution](#)

2560.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[gabriel88766's solution](#)

2561.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

2562.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[gabriel88766's solution](#)

2563.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[gabriel88766's solution](#)

2564.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[gabriel88766's solution](#)

2565.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[gabriel88766's solution](#)

2566.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[gabriel88766's solution](#)

2567.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[gabriel88766's solution](#)

2568.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gabriel88766's solution](#)

2569.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
[gabriel88766's solution](#)

2570.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[gabriel88766's solution](#)

2571.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[gabriel88766's solution](#)

2572.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gabriel88766's solution](#)

2573.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gabriel88766's solution](#)

2574.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gabriel88766's solution](#)

2575.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[gabriel88766's solution](#)

2576.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[gabriel88766's solution](#)

2577.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[gabriel88766's solution](#)

2578.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: *special
[gabriel88766's solution](#)

2579.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[gabriel88766's solution](#)

2580.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[gabriel88766's solution](#)

2581.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[gabriel88766's solution](#)

2582.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[gabriel88766's solution](#)

2583.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[gabriel88766's solution](#)

2584.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2585.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[gabriel88766's solution](#)

2586.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[gabriel88766's solution](#)

2587.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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2588.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[gabriel88766's solution](#)

2589.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2590.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[gabriel88766's solution](#)

2591.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
[gabriel88766's solution](#)

2592.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[gabriel88766's solution](#)

2593.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[gabriel88766's solution](#)

2594.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[gabriel88766's solution](#)

2595.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[gabriel88766's solution](#)

2596.

2179F

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Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · last AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[gabriel88766's solution](#)

2597.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[gabriel88766's solution](#)

2598.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[gabriel88766's solution](#)

2599.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[gabriel88766's solution](#)

2600.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[gabriel88766's solution](#)

2601.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[gabriel88766's solution](#)

2602.

2129C2

[Interactive RBS \(Medium Version\) · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gabriel88766's solution](#)**2603.**

2131G

[Wafu! · Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[gabriel88766's solution](#)**2604.**

446B

[DZY Loves Modification · Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy

[gabriel88766's solution](#)**2605.**

264C

[Choosing Balls · Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)**2606.**

2096D

[Wonderful Lightbulbs · Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[gabriel88766's solution](#)**2607.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[gabriel88766's solution](#)**2608.**

2126F

[1-1-1, Free Tree! · Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[gabriel88766's solution](#)**2609.**

1620D

[Exact Change · Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gabriel88766's solution](#)**2610.**

2114F

[Small Operations · Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[gabriel88766's solution](#)**2611.**

2075D

[Equalization · Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[gabriel88766's solution](#)

2612.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[gabriel88766's solution](#)

2613.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[gabriel88766's solution](#)

2614.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[gabriel88766's solution](#)

2615.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[gabriel88766's solution](#)

2616.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[gabriel88766's solution](#)

2617.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[gabriel88766's solution](#)

2618.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[gabriel88766's solution](#)

2619.

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

[gabriel88766's solution](#)

2620.

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

[gabriel88766's solution](#)

2621.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

2622.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[gabriel88766's solution](#)

2623.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[gabriel88766's solution](#)

2624.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[gabriel88766's solution](#)

2625.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[gabriel88766's solution](#)

2626.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[gabriel88766's solution](#)

2627.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[gabriel88766's solution](#)

2628.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[gabriel88766's solution](#)

2629.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[gabriel88766's solution](#)

2630.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[gabriel88766's solution](#)

2631.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[gabriel88766's solution](#)

2632.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers
[gabriel88766's solution](#)

2633.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[gabriel88766's solution](#)

2634.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[gabriel88766's solution](#)

2635.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[gabriel88766's solution](#)

2636.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[gabriel88766's solution](#)

2637.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[gabriel88766's solution](#)

2638.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, geometry, math
[gabriel88766's solution](#)

2639.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[gabriel88766's solution](#)

2640.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[gabriel88766's solution](#)

2641.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[gabriel88766's solution](#)

2642.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[gabriel88766's solution](#)

2643.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[gabriel88766's solution](#)

2644.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math
[gabriel88766's solution](#)

2645.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[gabriel88766's solution](#)

2646.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[gabriel88766's solution](#)

2647.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[gabriel88766's solution](#)

2648.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[gabriel88766's solution](#)

2649.

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[gabriel88766's solution](#)

2650.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[gabriel88766's solution](#)

2651.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[gabriel88766's solution](#)

2652.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

2653.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[gabriel88766's solution](#)

2654.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[gabriel88766's solution](#)

2655.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,877 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[gabriel88766's solution](#)

2656.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[gabriel88766's solution](#)

2657.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2658.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[gabriel88766's solution](#)

2659.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[gabriel88766's solution](#)

2660.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

2661.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[gabriel88766's solution](#)

2662.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[gabriel88766's solution](#)

2663.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[gabriel88766's solution](#)

2664.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[gabriel88766's solution](#)

2665.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gabriel88766's solution](#)

2666.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings

[gabriel88766's solution](#)

2667.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-01-02 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[gabriel88766's solution](#)

2668.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[gabriel88766's solution](#)

2669.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[gabriel88766's solution](#)

2670.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[gabriel88766's solution](#)

2671.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gabriel88766's solution](#)

2672.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[gabriel88766's solution](#)

2673.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
[gabriel88766's solution](#)

2674.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[gabriel88766's solution](#)

2675.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[gabriel88766's solution](#)

2676.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[gabriel88766's solution](#)

2677.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[gabriel88766's solution](#)

2678.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[gabriel88766's solution](#)

2679.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[gabriel88766's solution](#)

2680.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp
[gabriel88766's solution](#)

2681.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[gabriel88766's solution](#)

2682.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[gabriel88766's solution](#)

2683.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[gabriel88766's solution](#)

2684.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

2685.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[gabriel88766's solution](#)

2686.

1894E

[Freedom of Choice](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[gabriel88766's solution](#)

2687.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-11-15 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[gabriel88766's solution](#)

2688.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[gabriel88766's solution](#)

2689.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[gabriel88766's solution](#)

2690.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[gabriel88766's solution](#)

2691.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[gabriel88766's solution](#)

2692.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings, strings
[gabriel88766's solution](#)

2693.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[gabriel88766's solution](#)

2694.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[gabriel88766's solution](#)

2695.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gabriel88766's solution](#)

2696.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[gabriel88766's solution](#)

2697.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
[gabriel88766's solution](#)

2698.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[gabriel88766's solution](#)

2699.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[gabriel88766's solution](#)

2700.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[gabriel88766's solution](#)

2701.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[gabriel88766's solution](#)

2702.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[gabriel88766's solution](#)

2703.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[gabriel88766's solution](#)

2704.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[gabriel88766's solution](#)

2705.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-11 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[gabriel88766's solution](#)

2706.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[gabriel88766's solution](#)

2707.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[gabriel88766's solution](#)

2708.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gabriel88766's solution](#)

2709.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[gabriel88766's solution](#)

2710.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[gabriel88766's solution](#)

2711.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2023-04-02 · Secret_171 (first AC) · Tags: *special
[gabriel88766's solution](#)

2712.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[gabriel88766's solution](#)

2713.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory
[gabriel88766's solution](#)

2714.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[gabriel88766's solution](#)

2715.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[gabriel88766's solution](#)

2716.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[gabriel88766's solution](#)

2717.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[gabriel88766's solution](#)

2718.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

2719.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2023-03-14 · last AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[gabriel88766's solution](#)

2720.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[gabriel88766's solution](#)

2721.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[gabriel88766's solution](#)

2722.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2020-10-14 · last AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[gabriel88766's solution](#)

2723.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[gabriel88766's solution](#)

2724.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[gabriel88766's solution](#)

2725.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[gabriel88766's solution](#)

2726.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[gabriel88766's solution](#)

2727.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[gabriel88766's solution](#)

2728.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-12-07 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[gabriel88766's solution](#)

2729.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[gabriel88766's solution](#)

2730.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[gabriel88766's solution](#)

2731.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

2732.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[gabriel88766's solution](#)

2733.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[gabriel88766's solution](#)

2734.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[gabriel88766's solution](#)

2735.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: math

[gabriel88766's solution](#)

2736.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[gabriel88766's solution](#)

2737.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[gabriel88766's solution](#)

2738.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[gabriel88766's solution](#)

2739.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[gabriel88766's solution](#)

2740.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[gabriel88766's solution](#)

2741.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[gabriel88766's solution](#)

2742.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gabriel88766's solution](#)

2743.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[gabriel88766's solution](#)

2744.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

2745.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[gabriel88766's solution](#)

2746.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gabriel88766's solution](#)

2747.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[gabriel88766's solution](#)

2748.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[gabriel88766's solution](#)

2749.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2750.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

2751.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory

[gabriel88766's solution](#)

2752.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[gabriel88766's solution](#)

2753.

221E

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

Rating: 2100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

2754.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[gabriel88766's solution](#)

2755.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2756.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices, sortings

[gabriel88766's solution](#)

2757.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[gabriel88766's solution](#)

2758.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[gabriel88766's solution](#)

2759.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gabriel88766's solution](#)

2760.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[gabriel88766's solution](#)

2761.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[gabriel88766's solution](#)

2762.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[gabriel88766's solution](#)

2763.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[gabriel88766's solution](#)

2764.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[gabriel88766's solution](#)

2765.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gabriel88766's solution](#)

2766.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[gabriel88766's solution](#)

2767.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gabriel88766's solution](#)

2768.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[gabriel88766's solution](#)

2769.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[gabriel88766's solution](#)

2770.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[gabriel88766's solution](#)

2771.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[gabriel88766's solution](#)

2772.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[gabriel88766's solution](#)

2773.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs
[gabriel88766's solution](#)

2774.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

2775.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[gabriel88766's solution](#)

2776.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[gabriel88766's solution](#)

2777.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[gabriel88766's solution](#)

2778.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers
[gabriel88766's solution](#)

2779.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[gabriel88766's solution](#)

2780.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings
[gabriel88766's solution](#)

2781.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees
[gabriel88766's solution](#)

2782.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[gabriel88766's solution](#)

2783.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[gabriel88766's solution](#)

2784.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[gabriel88766's solution](#)

2785.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-10-04 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[gabriel88766's solution](#)

2786.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[gabriel88766's solution](#)

2787.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[gabriel88766's solution](#)

2788.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[gabriel88766's solution](#)

2789.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gabriel88766's solution](#)

2790.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[gabriel88766's solution](#)

2791.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[gabriel88766's solution](#)

2792.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[gabriel88766's solution](#)

2793.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[gabriel88766's solution](#)

2794.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-09-08 · last AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[gabriel88766's solution](#)

2795.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2796.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[gabriel88766's solution](#)

2797.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[gabriel88766's solution](#)

2798.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[gabriel88766's solution](#)

2799.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[gabriel88766's solution](#)

2800.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[gabriel88766's solution](#)

2801.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[gabriel88766's solution](#)

2802.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs,

greedy, shortest paths

[gabriel88766's solution](#)

2803.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[gabriel88766's solution](#)

2804.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[gabriel88766's solution](#)

2805.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[gabriel88766's solution](#)

2806.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[gabriel88766's solution](#)

2807.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[gabriel88766's solution](#)

2808.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

2809.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[gabriel88766's solution](#)

2810.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[gabriel88766's solution](#)

2811.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[gabriel88766's solution](#)

2812.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[gabriel88766's solution](#)

2813.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[gabriel88766's solution](#)

2814.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[gabriel88766's solution](#)

2815.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[gabriel88766's solution](#)

2816.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[gabriel88766's solution](#)

2817.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[gabriel88766's solution](#)

2818.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[gabriel88766's solution](#)

2819.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[gabriel88766's solution](#)

2820.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2821.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[gabriel88766's solution](#)

2822.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[gabriel88766's solution](#)

2823.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2020-12-07 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[gabriel88766's solution](#)

2824.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[gabriel88766's solution](#)

2825.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[gabriel88766's solution](#)

2826.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[gabriel88766's solution](#)

2827.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[gabriel88766's solution](#)

2828.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[gabriel88766's solution](#)

2829.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[gabriel88766's solution](#)

2830.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[gabriel88766's solution](#)

2831.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp
[gabriel88766's solution](#)

2832.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[gabriel88766's solution](#)

2833.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[gabriel88766's solution](#)

2834.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
[gabriel88766's solution](#)

2835.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings
[gabriel88766's solution](#)

2836.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[gabriel88766's solution](#)

2837.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[gabriel88766's solution](#)

2838.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[gabriel88766's solution](#)

2839.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[gabriel88766's solution](#)

2840.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[gabriel88766's solution](#)

2841.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[gabriel88766's solution](#)

2842.

1811G1

[Vlad and the Nice Paths \(easy version\) · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[gabriel88766's solution](#)

2843.

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[gabriel88766's solution](#)

2844.

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[gabriel88766's solution](#)

2845.

1176F

[Destroy it! · Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[gabriel88766's solution](#)

2846.

1808D

[Petya, Petya, Petr, and Palindromes · Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[gabriel88766's solution](#)

2847.

1154F

[Shovels Shop · Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[gabriel88766's solution](#)

2848.

1006F

[Xor-Paths · Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[gabriel88766's solution](#)

2849.

1066F

[Yet another 2D Walking · Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gabriel88766's solution](#)

2850.

1454F

[Array Partition · Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[gabriel88766's solution](#)

2851.

1499D

[The Number of Pairs · Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[gabriel88766's solution](#)

2852.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[gabriel88766's solution](#)

2853.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[gabriel88766's solution](#)

2854.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[gabriel88766's solution](#)

2855.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

2856.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[gabriel88766's solution](#)

2857.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[gabriel88766's solution](#)

2858.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[gabriel88766's solution](#)

2859.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

2860.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[gabriel88766's solution](#)

2861.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[gabriel88766's solution](#)

2862.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[gabriel88766's solution](#)

2863.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[gabriel88766's solution](#)

2864.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[gabriel88766's solution](#)

2865.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · last AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

2866.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[gabriel88766's solution](#)

2867.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[gabriel88766's solution](#)

2868.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[gabriel88766's solution](#)

2869.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[gabriel88766's solution](#)

2870.

2189D2

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

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[gabriel88766's solution](#)

2871.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[gabriel88766's solution](#)

2872.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

2873.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: trees
[gabriel88766's solution](#)

2874.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[gabriel88766's solution](#)

2875.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[gabriel88766's solution](#)

2876.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[gabriel88766's solution](#)

2877.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[gabriel88766's solution](#)

2878.

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[gabriel88766's solution](#)

2879.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[gabriel88766's solution](#)

2880.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[gabriel88766's solution](#)

2881.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[gabriel88766's solution](#)

2882.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs
[gabriel88766's solution](#)

2883.

1695D1

[Tree Queries \(Easy Version\) · Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2025-08-23 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[gabriel88766's solution](#)

2884.

420D

[Cup Trick · Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[gabriel88766's solution](#)

2885.

1786E

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

Rating: 2200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[gabriel88766's solution](#)

2886.

1140E

[Palindrome-less Arrays · Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[gabriel88766's solution](#)

2887.

954I

[Yet Another String Matching Problem · Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[gabriel88766's solution](#)

2888.

1373E

[Sum of Digits · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[gabriel88766's solution](#)

2889.

2062D

[Balanced Tree · Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[gabriel88766's solution](#)

2890.

2126G1

[Big Wins! \(easy version\) · Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[gabriel88766's solution](#)

2891.

2112E

[Tree Colorings · Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[gabriel88766's solution](#)

2892.

2118D2

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

Quality: 2,498 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

[gabriel88766's solution](#)

2893.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[gabriel88766's solution](#)

2894.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[gabriel88766's solution](#)

2895.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[gabriel88766's solution](#)

2896.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[gabriel88766's solution](#)

2897.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[gabriel88766's solution](#)

2898.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[gabriel88766's solution](#)

2899.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[gabriel88766's solution](#)

2900.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[gabriel88766's solution](#)

2901.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[gabriel88766's solution](#)

2902.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

shortest paths, sortings

[gabriel88766's solution](#)

2903.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[gabriel88766's solution](#)

2904.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[gabriel88766's solution](#)

2905.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[gabriel88766's solution](#)

2906.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[gabriel88766's solution](#)

2907.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[gabriel88766's solution](#)

2908.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[gabriel88766's solution](#)

2909.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[gabriel88766's solution](#)

2910.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[gabriel88766's solution](#)

2911.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[gabriel88766's solution](#)

2912.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[gabriel88766's solution](#)

2913.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[gabriel88766's solution](#)

2914.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[gabriel88766's solution](#)

2915.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[gabriel88766's solution](#)

2916.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[gabriel88766's solution](#)

2917.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
[gabriel88766's solution](#)

2918.

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
[gabriel88766's solution](#)

2919.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[gabriel88766's solution](#)

2920.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[gabriel88766's solution](#)

2921.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[gabriel88766's solution](#)

2922.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[gabriel88766's solution](#)

2923.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gabriel88766's solution](#)

2924.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[gabriel88766's solution](#)

2925.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[gabriel88766's solution](#)

2926.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[gabriel88766's solution](#)

2927.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[gabriel88766's solution](#)

2928.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[gabriel88766's solution](#)

2929.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[gabriel88766's solution](#)

2930.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[gabriel88766's solution](#)

2931.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[gabriel88766's solution](#)

2932.

863F

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

Quality: 1,528 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: flows

[gabriel88766's solution](#)

2933.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[gabriel88766's solution](#)

2934.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

2935.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[gabriel88766's solution](#)

2936.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[gabriel88766's solution](#)

2937.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2938.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[gabriel88766's solution](#)

2939.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[gabriel88766's solution](#)

2940.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[gabriel88766's solution](#)

2941.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[gabriel88766's solution](#)

2942.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[gabriel88766's solution](#)

2943.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[gabriel88766's solution](#)

2944.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[gabriel88766's solution](#)

2945.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[gabriel88766's solution](#)

2946.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[gabriel88766's solution](#)

2947.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[gabriel88766's solution](#)

2948.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[gabriel88766's solution](#)

2949.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[gabriel88766's solution](#)

2950.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[gabriel88766's solution](#)

2951.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[gabriel88766's solution](#)

2952.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[gabriel88766's solution](#)

2953.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[gabriel88766's solution](#)

2954.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[gabriel88766's solution](#)

2955.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[gabriel88766's solution](#)

2956.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

2957.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[gabriel88766's solution](#)

2958.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[gabriel88766's solution](#)

2959.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[gabriel88766's solution](#)

2960.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

2961.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[gabriel88766's solution](#)

2962.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees
[gabriel88766's solution](#)

2963.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[gabriel88766's solution](#)

2964.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[gabriel88766's solution](#)

2965.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[gabriel88766's solution](#)

2966.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[gabriel88766's solution](#)

2967.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[gabriel88766's solution](#)

2968.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-04 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[gabriel88766's solution](#)

2969.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[gabriel88766's solution](#)

2970.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[gabriel88766's solution](#)

2971.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[gabriel88766's solution](#)

2972.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[gabriel88766's solution](#)

2973.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[gabriel88766's solution](#)

2974.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[gabriel88766's solution](#)

2975.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[gabriel88766's solution](#)

2976.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[gabriel88766's solution](#)

2977.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[gabriel88766's solution](#)

2978.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[gabriel88766's solution](#)

2979.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[gabriel88766's solution](#)

2980.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[gabriel88766's solution](#)

2981.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-03-27 · last AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[gabriel88766's solution](#)

2982.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

2983.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[gabriel88766's solution](#)

2984.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[gabriel88766's solution](#)

2985.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[gabriel88766's solution](#)

2986.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · last AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[gabriel88766's solution](#)

2987.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gabriel88766's solution](#)

2988.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[gabriel88766's solution](#)

2989.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[gabriel88766's solution](#)

2990.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

2991.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[gabriel88766's solution](#)

2992.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures

[gabriel88766's solution](#)

2993.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[gabriel88766's solution](#)

2994.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[gabriel88766's solution](#)

2995.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[gabriel88766's solution](#)

2996.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[gabriel88766's solution](#)

2997.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[gabriel88766's solution](#)

2998.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[gabriel88766's solution](#)

2999.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[gabriel88766's solution](#)

3000.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[gabriel88766's solution](#)

3001.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
[gabriel88766's solution](#)

3002.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[gabriel88766's solution](#)

3003.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[gabriel88766's solution](#)

3004.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[gabriel88766's solution](#)

3005.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[gabriel88766's solution](#)

3006.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[gabriel88766's solution](#)

3007.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[gabriel88766's solution](#)

3008.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[gabriel88766's solution](#)

3009.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2020-09-11 · last AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[gabriel88766's solution](#)

3010.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp
[gabriel88766's solution](#)

3011.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[gabriel88766's solution](#)

3012.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[gabriel88766's solution](#)

3013.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search
[gabriel88766's solution](#)

3014.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[gabriel88766's solution](#)

3015.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[gabriel88766's solution](#)

3016.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[gabriel88766's solution](#)

3017.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[gabriel88766's solution](#)

3018.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[gabriel88766's solution](#)

3019.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[gabriel88766's solution](#)

3020.

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
[gabriel88766's solution](#)

3021.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[gabriel88766's solution](#)

3022.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[gabriel88766's solution](#)

3023.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3024.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[gabriel88766's solution](#)

3025.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[gabriel88766's solution](#)

3026.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[gabriel88766's solution](#)

3027.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[gabriel88766's solution](#)

3028.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[gabriel88766's solution](#)

3029.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[gabriel88766's solution](#)

3030.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[gabriel88766's solution](#)

3031.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[gabriel88766's solution](#)

3032.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[gabriel88766's solution](#)

3033.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[gabriel88766's solution](#)

3034.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[gabriel88766's solution](#)

3035.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[gabriel88766's solution](#)

3036.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[gabriel88766's solution](#)

3037.

1277F

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

Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[gabriel88766's solution](#)

3038.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

3039.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[gabriel88766's solution](#)

3040.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[gabriel88766's solution](#)

3041.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[gabriel88766's solution](#)

3042.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[gabriel88766's solution](#)

3043.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[gabriel88766's solution](#)

3044.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[gabriel88766's solution](#)

3045.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers
[gabriel88766's solution](#)

3046.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[gabriel88766's solution](#)

3047.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees
[gabriel88766's solution](#)

3048.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[gabriel88766's solution](#)

3049.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

3050.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[gabriel88766's solution](#)

3051.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
[gabriel88766's solution](#)

3052.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[gabriel88766's solution](#)

3053.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[gabriel88766's solution](#)

3054.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[gabriel88766's solution](#)

3055.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[gabriel88766's solution](#)

3056.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[gabriel88766's solution](#)

3057.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[gabriel88766's solution](#)

3058.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gabriel88766's solution](#)

3059.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[gabriel88766's solution](#)

3060.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[gabriel88766's solution](#)

3061.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees
[gabriel88766's solution](#)

3062.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[gabriel88766's solution](#)

3063.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[gabriel88766's solution](#)

3064.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[gabriel88766's solution](#)

3065.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[gabriel88766's solution](#)

3066.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[gabriel88766's solution](#)

3067.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

3068.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[gabriel88766's solution](#)

3069.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[gabriel88766's solution](#)

3070.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[gabriel88766's solution](#)

3071.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[gabriel88766's solution](#)

3072.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

3073.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[gabriel88766's solution](#)

3074.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[gabriel88766's solution](#)

3075.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[gabriel88766's solution](#)

3076.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[gabriel88766's solution](#)

3077.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gabriel88766's solution](#)

3078.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[gabriel88766's solution](#)

3079.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

3080.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[gabriel88766's solution](#)

3081.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[gabriel88766's solution](#)

3082.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[gabriel88766's solution](#)

3083.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[gabriel88766's solution](#)

3084.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[gabriel88766's solution](#)

3085.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[gabriel88766's solution](#)

3086.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[gabriel88766's solution](#)

3087.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[gabriel88766's solution](#)

3088.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[gabriel88766's solution](#)

3089.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[gabriel88766's solution](#)

3090.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[gabriel88766's solution](#)

3091.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[gabriel88766's solution](#)

3092.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[gabriel88766's solution](#)

3093.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, math, shortest paths

[gabriel88766's solution](#)

3094.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-12-02 · last AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[gabriel88766's solution](#)

3095.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[gabriel88766's solution](#)

3096.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[gabriel88766's solution](#)

3097.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gabriel88766's solution](#)

3098.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[gabriel88766's solution](#)

3099.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[gabriel88766's solution](#)

3100.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[gabriel88766's solution](#)

3101.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[gabriel88766's solution](#)

3102.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[gabriel88766's solution](#)

3103.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[gabriel88766's solution](#)

3104.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2020-12-02 · last AC: 2025-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[gabriel88766's solution](#)

3105.

1786F

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, games, math
[gabriel88766's solution](#)

3106.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[gabriel88766's solution](#)

3107.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[gabriel88766's solution](#)

3108.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[gabriel88766's solution](#)

3109.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[gabriel88766's solution](#)

3110.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[gabriel88766's solution](#)

3111.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees
[gabriel88766's solution](#)

3112.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry,

greedy, math

[gabriel88766's solution](#)

3113.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-12-22 · last AC: 2025-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[gabriel88766's solution](#)

3114.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[gabriel88766's solution](#)

3115.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[gabriel88766's solution](#)

3116.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-01-27 · last AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[gabriel88766's solution](#)

3117.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[gabriel88766's solution](#)

3118.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[gabriel88766's solution](#)

3119.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[gabriel88766's solution](#)

3120.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[gabriel88766's solution](#)

3121.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

3122.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[gabriel88766's solution](#)

3123.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[gabriel88766's solution](#)

3124.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[gabriel88766's solution](#)

3125.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[gabriel88766's solution](#)

3126.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[gabriel88766's solution](#)

3127.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[gabriel88766's solution](#)

3128.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[gabriel88766's solution](#)

3129.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[gabriel88766's solution](#)

3130.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[gabriel88766's solution](#)

3131.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[gabriel88766's solution](#)

3132.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[gabriel88766's solution](#)

3133.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[gabriel88766's solution](#)

3134.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[gabriel88766's solution](#)

3135.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[gabriel88766's solution](#)

3136.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[gabriel88766's solution](#)

3137.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar
[gabriel88766's solution](#)

3138.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[gabriel88766's solution](#)

3139.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[gabriel88766's solution](#)

3140.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[gabriel88766's solution](#)

3141.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[gabriel88766's solution](#)

3142.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees
[gabriel88766's solution](#)

3143.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[gabriel88766's solution](#)

3144.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2024-08-25 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[gabriel88766's solution](#)

3145.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings
[gabriel88766's solution](#)

3146.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[gabriel88766's solution](#)

3147.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[gabriel88766's solution](#)

3148.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

3149.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
[gabriel88766's solution](#)

3150.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[gabriel88766's solution](#)

3151.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[gabriel88766's solution](#)

3152.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[gabriel88766's solution](#)

3153.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[gabriel88766's solution](#)

3154.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[gabriel88766's solution](#)

3155.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[gabriel88766's solution](#)

3156.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[gabriel88766's solution](#)

3157.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[gabriel88766's solution](#)

3158.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[gabriel88766's solution](#)

3159.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

3160.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[gabriel88766's solution](#)

3161.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-10-14 · last AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[gabriel88766's solution](#)

3162.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[gabriel88766's solution](#)

3163.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[gabriel88766's solution](#)

3164.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[gabriel88766's solution](#)

3165.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[gabriel88766's solution](#)

3166.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[gabriel88766's solution](#)

3167.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[gabriel88766's solution](#)

3168.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[gabriel88766's solution](#)

3169.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

3170.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[gabriel88766's solution](#)

3171.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[gabriel88766's solution](#)

3172.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[gabriel88766's solution](#)

3173.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[gabriel88766's solution](#)

3174.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[gabriel88766's solution](#)

3175.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[gabriel88766's solution](#)

3176.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[gabriel88766's solution](#)

3177.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · last AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[gabriel88766's solution](#)

3178.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[gabriel88766's solution](#)

3179.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2025-08-17 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

3180.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[gabriel88766's solution](#)

3181.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[gabriel88766's solution](#)

3182.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[gabriel88766's solution](#)

3183.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[gabriel88766's solution](#)

3184.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[gabriel88766's solution](#)

3185.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[gabriel88766's solution](#)

3186.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[gabriel88766's solution](#)

3187.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[gabriel88766's solution](#)

3188.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gabriel88766's solution](#)

3189.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[gabriel88766's solution](#)

3190.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[gabriel88766's solution](#)

3191.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[gabriel88766's solution](#)

3192.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation
[gabriel88766's solution](#)

3193.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[gabriel88766's solution](#)

3194.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[gabriel88766's solution](#)

3195.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[gabriel88766's solution](#)

3196.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[gabriel88766's solution](#)

3197.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[gabriel88766's solution](#)

3198.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[gabriel88766's solution](#)

3199.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[gabriel88766's solution](#)

3200.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[gabriel88766's solution](#)

3201.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[gabriel88766's solution](#)

3202.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[gabriel88766's solution](#)

3203.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[gabriel88766's solution](#)

3204.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[gabriel88766's solution](#)

3205.

361E

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

Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3206.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[gabriel88766's solution](#)

3207.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

3208.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[gabriel88766's solution](#)

3209.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[gabriel88766's solution](#)

3210.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[gabriel88766's solution](#)

3211.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2500 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dsu

[gabriel88766's solution](#)

3212.

1986G2

[Permutation Problem \(Hard Version\) · Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[gabriel88766's solution](#)

3213.

954H

[Path Counting · Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[gabriel88766's solution](#)

3214.

1920F1

[Smooth Sailing \(Easy Version\) · Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[gabriel88766's solution](#)

3215.

1904E

[Tree Queries · Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[gabriel88766's solution](#)

3216.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[gabriel88766's solution](#)

3217.

792E

[Colored Balls · Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[gabriel88766's solution](#)

3218.

710D

[Two Arithmetic Progressions · Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[gabriel88766's solution](#)

3219.

1808E2

[Minibuses on Venus \(medium version\) · Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[gabriel88766's solution](#)

3220.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[gabriel88766's solution](#)

3221.

333E

[Summer Earnings · Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[gabriel88766's solution](#)

3222.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[gabriel88766's solution](#)

3223.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[gabriel88766's solution](#)

3224.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[gabriel88766's solution](#)

3225.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[gabriel88766's solution](#)

3226.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[gabriel88766's solution](#)

3227.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[gabriel88766's solution](#)

3228.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-10-03 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[gabriel88766's solution](#)

3229.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-10-04 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[gabriel88766's solution](#)

3230.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[gabriel88766's solution](#)

3231.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[gabriel88766's solution](#)

3232.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[gabriel88766's solution](#)

3233.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[gabriel88766's solution](#)

3234.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[gabriel88766's solution](#)

3235.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[gabriel88766's solution](#)

3236.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[gabriel88766's solution](#)

3237.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[gabriel88766's solution](#)

3238.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[gabriel88766's solution](#)

3239.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[gabriel88766's solution](#)

3240.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[gabriel88766's solution](#)

3241.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[gabriel88766's solution](#)

3242.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[gabriel88766's solution](#)

3243.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[gabriel88766's solution](#)

3244.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-11-27 · last AC: 2025-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[gabriel88766's solution](#)

3245.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[gabriel88766's solution](#)

3246.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2024-10-02 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[gabriel88766's solution](#)

3247.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

3248.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[gabriel88766's solution](#)

3249.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[gabriel88766's solution](#)

3250.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[gabriel88766's solution](#)

3251.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[gabriel88766's solution](#)

3252.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[gabriel88766's solution](#)

3253.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[gabriel88766's solution](#)

3254.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[gabriel88766's solution](#)

3255.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: fft

[gabriel88766's solution](#)

3256.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[gabriel88766's solution](#)

3257.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-10-29 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[gabriel88766's solution](#)

3258.

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing

[gabriel88766's solution](#)

3259.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[gabriel88766's solution](#)

3260.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[gabriel88766's solution](#)

3261.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[gabriel88766's solution](#)

3262.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2025-04-18 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[gabriel88766's solution](#)

3263.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[gabriel88766's solution](#)

3264.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[gabriel88766's solution](#)

3265.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[gabriel88766's solution](#)

3266.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs

[gabriel88766's solution](#)

3267.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[gabriel88766's solution](#)

3268.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[gabriel88766's solution](#)

3269.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[gabriel88766's solution](#)

3270.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[gabriel88766's solution](#)

3271.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[gabriel88766's solution](#)

3272.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[gabriel88766's solution](#)

3273.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-12-21 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[gabriel88766's solution](#)

3274.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-07 · last AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[gabriel88766's solution](#)

3275.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[gabriel88766's solution](#)

3276.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[gabriel88766's solution](#)

3277.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[gabriel88766's solution](#)

3278.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[gabriel88766's solution](#)

3279.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[gabriel88766's solution](#)

3280.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

[gabriel88766's solution](#)

3281.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[gabriel88766's solution](#)

3282.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gabriel88766's solution](#)

3283.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[gabriel88766's solution](#)

3284.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[gabriel88766's solution](#)

3285.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[gabriel88766's solution](#)

3286.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-10-13 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[gabriel88766's solution](#)

3287.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gabriel88766's solution](#)

3288.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[gabriel88766's solution](#)

3289.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[gabriel88766's solution](#)

3290.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[gabriel88766's solution](#)

3291.

2059E2

[Stop Gaming \(Hard Version\) · Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[gabriel88766's solution](#)

3292.

2042E

[Vertex Pairs · Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[gabriel88766's solution](#)

3293.

1622F

[Quadratic Set · Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[gabriel88766's solution](#)

3294.

2020F

[Count Leaves · Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[gabriel88766's solution](#)

3295.

1603D

[Artistic Partition · Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[gabriel88766's solution](#)

3296.

1948G

[MST with Matching · Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[gabriel88766's solution](#)

3297.

855F

[Nagini · Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[gabriel88766's solution](#)

3298.

1896G

[Pepe Racing · Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[gabriel88766's solution](#)

3299.

2227F

[It Just Keeps Going Sideways · Tutorial](#)

Quality: 2,836 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[gabriel88766's solution](#)

3300.

2227G

[Drowning · Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[gabriel88766's solution](#)

3301.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[gabriel88766's solution](#)

3302.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[gabriel88766's solution](#)

3303.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,372 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gabriel88766's solution](#)

3304.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,433 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gabriel88766's solution](#)

3305.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,889 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gabriel88766's solution](#)

3306.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3307.

105873G

[Generating Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3308.

105873K

[Killable Demon](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3309.

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3310.

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3311.

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3312.

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3313.

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3314.

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3315.

105873J

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

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3316.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[gabriel88766's solution](#)

3317.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[gabriel88766's solution](#)

3318.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[gabriel88766's solution](#)

3319.

106073C

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

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3320.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3321.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[gabriel88766's solution](#)

3322.

105445E

[Sigma Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3323.

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3324.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3325.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3326.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[gabriel88766's solution](#)

3327.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3328.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3329.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3330.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3331.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3332.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3333.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3334.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3335.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3336.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3337.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3338.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3339.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3340.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3341.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3342.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · last AC: 2024-08-27 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3343.

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3344.

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3345.

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3346.

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3347.

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3348.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3349.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3350.

104683F2

[Maximum Flow in DIV3?\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3351.

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3352.

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3353.

104855E

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

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3354.

104855C

[Hungry Shark](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3355.

104855D

[Colorful Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3356.

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3357.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3358.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3359.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3360.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3361.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3362.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3363.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3364.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3365.

103960D

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3366.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2023-10-30 · Text (first AC) · Tags: *special, constructive algorithms
[gabriel88766's solution](#)

3367.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3368.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3369.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2023-09-11 · last AC: 2023-09-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[gabriel88766's solution](#)

3370.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2023-09-11 · Kotlin 1.7 (first AC) · Tags: *special, math
[gabriel88766's solution](#)

3371.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3372.

104264H

[Best](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3373.

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3374.

104264C

[Morco](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3375.

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3376.

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3377.

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3378.

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3379.

104289D

[GCD in Median Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3380.

104289C

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3381.

104289B

[OR-bitax](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3382.

104289A

[String Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[gabriel88766's solution](#)

3383.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3384.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3385.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3386.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3387.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[gabriel88766's solution](#)

3388.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[gabriel88766's solution](#)

3389.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[gabriel88766's solution](#)

3390.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[gabriel88766's solution](#)

3391.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[gabriel88766's solution](#)

3392.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[gabriel88766's solution](#)

3393.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3394.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3395.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3396.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3397.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3398.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3399.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3400.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3401.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3402.

102961A

[Distinct Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3403.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3404.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3405.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · last AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3406.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3407.

101612L

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

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3408.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3409.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3410.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3411.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3412.

102700D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3413.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3414.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3415.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3416.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3417.

102861N

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

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3418.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3419.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[gabriel88766's solution](#)

3420.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3421.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3422.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3423.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3424.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3425.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3426.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3427.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3428.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3429.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3430.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3431.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3432.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3433.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3434.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · last AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3435.

101473J

[Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3436.

101473H

[Buses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3437.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3438.

101473D

[Folding Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3439.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3440.

101473G

[Lines of Containers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3441.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3442.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3443.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3444.

102697009

[Hello CodeRams](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · Python 3 (first AC) · Tags: —

[gabriel88766's solution](#)

3445.

102700L

[Lonely day](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3446.

102700B

[Baby name](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3447.

102700E

[Enter to the best problem of this contest!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3448.

102700G

[Great dinner](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3449.

102700M

[Magic spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3450.

102700K

[Katastrophic sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3451.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3452.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3453.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gabriel88766's solution](#)

3454.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3455.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3456.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3457.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3458.

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[gabriel88766's solution](#)

3459.

100819M

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