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<https://cfelitetracker.vercel.app>

Unique solved — golomb

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

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

Filters: none

Count: 1,662

- 1.**
2218C
[The 67th Permutation Problem](#) · [Tutorial](#)
Quality: 26,416 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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- 2.**
2218B
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Quality: 33,667 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: greedy, math
[golomb's solution](#)
- 3.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 34,902 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, math
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- 4.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,237 global accepts · Rating: 800 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[golomb's solution](#)
- 5.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: implementation, math
[golomb's solution](#)
- 6.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: greedy
[golomb's solution](#)
- 7.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,540 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: greedy
[golomb's solution](#)
- 8.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,740 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[golomb's solution](#)
- 9.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
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10.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: greedy, strings
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11.

2205B

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12.

2205A

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

Quality: 17,296 global accepts · Rating: 800 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms
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13.

2195A

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

Quality: 35,449 global accepts · Rating: 800 · first AC: 2026-02-16 · PyPy 3-64 (first AC) · Tags: math, number theory
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14.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[golomb's solution](#)

15.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,700 global accepts · Rating: 800 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: greedy
[golomb's solution](#)

16.

2185A

[Perfect Root](#) · [Tutorial](#)

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[golomb's solution](#)

17.

2184A

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

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[golomb's solution](#)

18.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: games
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19.

2172A

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

Quality: 14,545 global accepts · Rating: 800 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: implementation
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20.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force
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21.

2182A

[New Year String](#) · [Tutorial](#)

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22.

2179B

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[golomb's solution](#)

23.

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: math, strings

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24.

2180B

[Ashmal](#) · [Tutorial](#)

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25.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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26.

2176A

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

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27.

2173A

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

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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28.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[golomb's solution](#)

29.

2170A

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

Quality: 19,925 global accepts · Rating: 800 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[golomb's solution](#)

30.

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[golomb's solution](#)

31.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

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32.

2171A

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

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[golomb's solution](#)

33.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[golomb's solution](#)

34.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation, math

[golomb's solution](#)

35.

2167C

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

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[golomb's solution](#)

36.

2167B

[Your Name](#) · [Tutorial](#)

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[golomb's solution](#)

37.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,458 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: math, sortings

[golomb's solution](#)

38.

2156A

[Pizza Time](#) · [Tutorial](#)

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[golomb's solution](#)

39.

2154A

[Notelock](#) · [Tutorial](#)

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[golomb's solution](#)

40.

2162A

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

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[golomb's solution](#)

41.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[golomb's solution](#)

42.

2153A

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

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[golomb's solution](#)

43.

2145A

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

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[golomb's solution](#)

44.

2155A

[El fucho](#) · [Tutorial](#)

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[golomb's solution](#)

45.

2152A

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

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[golomb's solution](#)

46.

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[golomb's solution](#)

47.

2149A

[Be Positive](#) · [Tutorial](#)

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[golomb's solution](#)

48.

2146A

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

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[golomb's solution](#)

49.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

50.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: brute force, two pointers

[golomb's solution](#)

51.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[golomb's solution](#)

52.

2148B

[Lasers](#) · [Tutorial](#)

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[golomb's solution](#)

53.

2148A

[Sublime Sequence](#) · [Tutorial](#)

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54.

2140A

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[golomb's solution](#)

55.

2137A

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[golomb's solution](#)

56.

2134A

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Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[golomb's solution](#)

57.

2133B

[Villagers](#) · [Tutorial](#)

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58.

2133A

[Redstone?](#) · [Tutorial](#)

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59.

2132A

[Homework](#) · [Tutorial](#)

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[golomb's solution](#)

60.

1764A

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Quality: 17,454 global accepts · Rating: 800 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: greedy

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61.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[golomb's solution](#)

62.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[golomb's solution](#)

63.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[golomb's solution](#)

64.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: games, implementation, math

[golomb's solution](#)

65.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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66.

1637A

[Sorting Parts](#) · [Tutorial](#)

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67.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: greedy, math
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68.

2128A

[Recycling Center](#) · [Tutorial](#)

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[golomb's solution](#)

69.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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[golomb's solution](#)

70.

1566A

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Quality: 25,373 global accepts · Rating: 800 · first AC: 2025-07-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
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71.

2125A

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

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72.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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73.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[golomb's solution](#)

74.

2126B

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

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[golomb's solution](#)

75.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: sortings, strings

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76.

1491A

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

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[golomb's solution](#)

77.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

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78.

1392B

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Quality: 18,891 global accepts · Rating: 800 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: implementation, math

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79.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: greedy, math

[golomb's solution](#)

80.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[golomb's solution](#)

81.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[golomb's solution](#)

82.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: greedy

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83.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: math

[golomb's solution](#)

84.

2123B

[Tournament](#) · [Tutorial](#)

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85.

2112A

[Race](#) · [Tutorial](#)

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86.

2120A

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87.

1148A

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

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[golomb's solution](#)

88.

2121B

[Above the Clouds](#) · [Tutorial](#)

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89.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: brute force, math

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90.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: greedy, math

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91.

2118A

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

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[golomb's solution](#)

92.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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93.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[golomb's solution](#)

94.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[golomb's solution](#)

95.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[golomb's solution](#)

96.

2110A

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

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97.

2109A

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

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[golomb's solution](#)

98.

1746B

[Rebellion](#) · [Tutorial](#)

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[golomb's solution](#)

99.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

100.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[golomb's solution](#)

101.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

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102.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: math

[golomb's solution](#)

103.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: brute force, math

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104.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

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105.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

106.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[golomb's solution](#)

107.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: strings

[golomb's solution](#)

108.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math

[golomb's solution](#)

109.

2084A

[Max and Mod](#) · [Tutorial](#)

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110.

2086A

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111.

2092A

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112.

2091B

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113.

2091A

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114.

2075A

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115.

2074B

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Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math
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116.

2074A

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Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: geometry, implementation
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117.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2025-03-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings
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118.

1399B

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Quality: 46,809 global accepts · Rating: 800 · first AC: 2025-03-04 · PyPy 3-64 (first AC) · Tags: greedy
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119.

2071A

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120.

2070A

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Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, math

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121.

2072A

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Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

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122.

2064A

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123.

2065B

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Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: strings

[golomb's solution](#)

124.

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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125.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

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126.

2063A

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Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: math, number theory

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127.

2061A

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128.

2060A

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Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: brute force

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129.

2056A

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[golomb's solution](#)

130.

2055A

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Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, math

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131.

2057A

[MEX Table](#) · [Tutorial](#)

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132.

1750B

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133.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
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134.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2025-01-01 · PyPy 3-64 (first AC) · Tags: greedy, sortings
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135.

1621A

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136.

1779A

[Hall of Fame](#) · [Tutorial](#)

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137.

2053A

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138.

1616A

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139.

2043A

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

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140.

2049A

[MEX Destruction](#) · [Tutorial](#)

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141.

2048A

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142.

2040A

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143.

2042A

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144.

2034A

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145.

1844A

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146.

1842A

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147.

2039A

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[golomb's solution](#)

148.

2037B

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149.

2037A

[Twice](#) · [Tutorial](#)

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150.

2031A

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151.

2029A

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152.

2036A

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153.

2032A

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154.

2035A

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155.

2027A

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156.

2033A

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[golomb's solution](#)

157.

2030B

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158.

2030A

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159.

2025A

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160.

2022A

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161.

2021A

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162.

2020A

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163.

2014A

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164.

2014B

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165.

2013A

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166.

2009B

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167.

2009A

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Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: brute force, math
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168.

2008C

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169.

2008B

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170.

2008A

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171.

2003B

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

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172.

2003A

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173.

2001B

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174.

2001A

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175.

2004A

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176.

2000B

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177.

2000A

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178.

2002A

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179.

1998A

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180.

1916A

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181.

1919B

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182.

1919A

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183.

1935A

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[golomb's solution](#)

184.

1999C

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[golomb's solution](#)

185.

1999A

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186.

1993A

[Question Marks](#) · [Tutorial](#)

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187.

1913A

[Rating Increase](#) · [Tutorial](#)

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188.

1922A

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189.

1901A

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190.

1997A

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191.

1991A

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[golomb's solution](#)

192.

1761A

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193.

1996B

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194.

1996A

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195.

1995A

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196.

1994A

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197.

1946A

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[golomb's solution](#)

198.

1992B

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199.

1992A

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200.

1863A

[Channel](#) · [Tutorial](#)

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201.

1983A

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202.

1895B

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

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203.

1895A

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204.

1886A

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205.

1987A

[Upload More RAM](#) · [Tutorial](#)

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[golomb's solution](#)

206.

1870A

[MEXanized Array](#) · [Tutorial](#)

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[golomb's solution](#)

207.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: implementation

[golomb's solution](#)

208.

1982A

[Soccer](#) · [Tutorial](#)

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[golomb's solution](#)

209.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings

[golomb's solution](#)

210.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-06-19 · PyPy 3-64 (first AC) · Tags: implementation, math

[golomb's solution](#)

211.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

[golomb's solution](#)

212.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[golomb's solution](#)

213.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[golomb's solution](#)

214.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[golomb's solution](#)

215.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[golomb's solution](#)

216.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings

[golomb's solution](#)

217.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,199 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math

[golomb's solution](#)

218.

1975A

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219.

1896A

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220.

1923A

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221.

1974B

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222.

1974A

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223.

1942A

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224.

1948A

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225.

1972A

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226.

1969A

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227.

1966A

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228.

1955A

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229.

1957A

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230.

1956B

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231.

1956A

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232.

2210B

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233.

2209B

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234.

2195B

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235.

2185C

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236.

2157B

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237.

2171B

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238.

2169A

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239.

2149C

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240.

2148C

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241.

2140B

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242.

2137B

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243.

2132B

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244.

1764B

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245.

1696B

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246.

2125B

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247.

1427A

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248.

1326B

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249.

1110A

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250.

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251.

2110B

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252.

2106B

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253.

2094C

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254.

2093B

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255.

2085A

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256.

2072B

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257.

2060C

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258.

1779B

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259.

2048B

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260.

2042B

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261.

2031B

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262.

2028A

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263.

2035B

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264.

2033B

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265.

2013B

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266.

2005A

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267.

1990A

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268.

1988B

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269.

1988A

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270.

1992C

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271.

1896B

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272.

1973A

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273.

1972B

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274.

1951A

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275.

1954A

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276.

2204C

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277.

2176B

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278.

2164B

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279.

2167D

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280.

2156B

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Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[golomb's solution](#)

281.

2154B

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282.

2162B

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283.

2145B

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284.

2147B

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285.

2143B

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286.

2144B

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287.

2148D

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288.

2132C1

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Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, math
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289.

1566C

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290.

1450B

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Quality: 16,038 global accepts · Rating: 1000 · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy
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291.

2124B

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[golomb's solution](#)

292.

1326A

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293.

1266B

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294.

1266A

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295.

2123C

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296.

2120B

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297.

1A

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298.

2114C

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299.

2104B

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Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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300.

2106C

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Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[golomb's solution](#)

301.

2093C

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Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math, number theory

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302.

2092B

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303.

2091C

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[golomb's solution](#)

304.

2060B

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[golomb's solution](#)

305.

2055B

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306.

2057B

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[golomb's solution](#)

307.

1930B

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[golomb's solution](#)

308.

1770B

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Quality: 20,850 global accepts · Rating: 1000 · first AC: 2024-12-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[golomb's solution](#)

309.

1770A

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Quality: 25,244 global accepts · Rating: 1000 · first AC: 2024-12-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[golomb's solution](#)

310.

2040B

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Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[golomb's solution](#)

311.

2034B

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Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers
[golomb's solution](#)

312.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2024-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[golomb's solution](#)

313.

2039B

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[golomb's solution](#)

314.

2037C

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Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[golomb's solution](#)

315.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[golomb's solution](#)

316.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: data structures, strings
[golomb's solution](#)

317.

2002B

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Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games
[golomb's solution](#)

318.

1998B

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Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[golomb's solution](#)

319.

1916B

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Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-08-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[golomb's solution](#)

320.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation
[golomb's solution](#)

321.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: strings
[golomb's solution](#)

322.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[golomb's solution](#)

323.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy
[golomb's solution](#)

324.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings
[golomb's solution](#)

325.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[golomb's solution](#)

326.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[golomb's solution](#)

327.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[golomb's solution](#)

328.

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

329.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[golomb's solution](#)

330.

2218D

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

Quality: 18,409 global accepts · Rating: 1100 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[golomb's solution](#)

331.

2211B

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

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[golomb's solution](#)

332.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[golomb's solution](#)

333.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[golomb's solution](#)

334.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math

[golomb's solution](#)

335.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[golomb's solution](#)

336.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

337.

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings
[golomb's solution](#)

338.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[golomb's solution](#)

339.

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy
[golomb's solution](#)

340.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[golomb's solution](#)

341.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[golomb's solution](#)

342.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs
[golomb's solution](#)

343.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[golomb's solution](#)

344.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[golomb's solution](#)

345.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
[golomb's solution](#)

346.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[golomb's solution](#)

347.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math
[golomb's solution](#)

348.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[golomb's solution](#)

349.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-07-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[golomb's solution](#)

350.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[golomb's solution](#)

351.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[golomb's solution](#)

352.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[golomb's solution](#)

353.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[golomb's solution](#)

354.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[golomb's solution](#)

355.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[golomb's solution](#)

356.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[golomb's solution](#)

357.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[golomb's solution](#)

358.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[golomb's solution](#)

359.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[golomb's solution](#)

360.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[golomb's solution](#)

361.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[golomb's solution](#)

362.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[golomb's solution](#)

363.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[golomb's solution](#)

364.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[golomb's solution](#)

365.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[golomb's solution](#)

366.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[golomb's solution](#)

367.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[golomb's solution](#)

368.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[golomb's solution](#)

369.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry
[golomb's solution](#)

370.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy
[golomb's solution](#)

371.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2024-12-27 · PyPy 3-64 (first AC) · Tags: greedy, strings
[golomb's solution](#)

372.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory
[golomb's solution](#)

373.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
[golomb's solution](#)

374.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings
[golomb's solution](#)

375.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[golomb's solution](#)

376.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[golomb's solution](#)

377.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy
[golomb's solution](#)

378.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

379.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[golomb's solution](#)

380.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: implementation, math
[golomb's solution](#)

381.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: dp, dsu, graphs, math
[golomb's solution](#)

382.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
[golomb's solution](#)

383.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[golomb's solution](#)

384.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[golomb's solution](#)

385.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers
[golomb's solution](#)

386.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: greedy, math
[golomb's solution](#)

387.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy
[golomb's solution](#)

388.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[golomb's solution](#)

389.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[golomb's solution](#)

390.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-07-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[golomb's solution](#)

391.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: implementation, math

[golomb's solution](#)

392.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[golomb's solution](#)

393.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[golomb's solution](#)

394.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[golomb's solution](#)

395.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[golomb's solution](#)

396.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[golomb's solution](#)

397.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-05-22 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[golomb's solution](#)

398.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[golomb's solution](#)

399.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[golomb's solution](#)

400.

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[golomb's solution](#)

401.

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy,

implementation

[golomb's solution](#)

402.

2218E

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

Quality: 14,073 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[golomb's solution](#)

403.

2210C1

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

Quality: 12,811 global accepts · Rating: 1200 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[golomb's solution](#)

404.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: games, math

[golomb's solution](#)

405.

2189B

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

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[golomb's solution](#)

406.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[golomb's solution](#)

407.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: implementation

[golomb's solution](#)

408.

2182C

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

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-29 · last AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[golomb's solution](#)

409.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[golomb's solution](#)

410.

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[golomb's solution](#)

411.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[golomb's solution](#)

412.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[golomb's solution](#)

413.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[golomb's solution](#)

414.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: strings

[golomb's solution](#)

415.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[golomb's solution](#)

416.

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[golomb's solution](#)

417.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[golomb's solution](#)

418.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[golomb's solution](#)

419.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[golomb's solution](#)

420.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[golomb's solution](#)

421.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[golomb's solution](#)

422.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[golomb's solution](#)

423.

2126D

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

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[golomb's solution](#)

424.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: brute force, math
[golomb's solution](#)

425.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[golomb's solution](#)

426.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math
[golomb's solution](#)

427.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[golomb's solution](#)

428.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy
[golomb's solution](#)

429.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[golomb's solution](#)

430.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[golomb's solution](#)

431.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[golomb's solution](#)

432.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory
[golomb's solution](#)

433.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[golomb's solution](#)

434.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

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435.

31A

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Quality: 12,652 global accepts · Rating: 1200 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: implementation

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436.

1744D

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Quality: 24,523 global accepts · Rating: 1200 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

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437.

2094E

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438.

2092C

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Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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439.

2091D

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440.

2085B

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441.

1399C

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Quality: 32,653 global accepts · Rating: 1200 · first AC: 2025-03-04 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

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442.

2072C

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443.

2065D

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444.

2056C

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445.

2053B

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446.

2048C

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447.

2046A

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448.

2039C1

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

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[golomb's solution](#)

449.

2021B

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450.

2020B

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[golomb's solution](#)

451.

2005B2

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Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[golomb's solution](#)

452.

2003C

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Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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453.

2000D

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Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

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454.

2002C

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Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

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455.

1916C

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[golomb's solution](#)

456.

1935B

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457.

1922B

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458.

1996C

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Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings, strings
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459.

1990B

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Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[golomb's solution](#)

460.

1992D

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Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[golomb's solution](#)

461.

1983B

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Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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462.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2024-07-02 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math
[golomb's solution](#)

463.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy
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464.

1870B

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[golomb's solution](#)

465.

1989B

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Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings
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466.

1982C

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Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two

pointers

[golomb's solution](#)

467.

1982B

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Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[golomb's solution](#)

468.

1909B

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Quality: 30,965 global accepts · Rating: 1200 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[golomb's solution](#)

469.

1979C

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Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[golomb's solution](#)

470.

1975C

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Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

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471.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[golomb's solution](#)

472.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · Python 3 (first AC) · Tags: greedy, math, number theory

[golomb's solution](#)

473.

1954B

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Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · Python 3 (first AC) · Tags: implementation, math

[golomb's solution](#)

474.

2211C1

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Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers

[golomb's solution](#)

475.

2208C

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Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[golomb's solution](#)

476.

2206K

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477.

2201A1

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478.

2187A

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Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[golomb's solution](#)

479.

2189C1

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Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math
[golomb's solution](#)

480.

2172M

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Quality: 5,818 global accepts · Rating: 1300 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths
[golomb's solution](#)

481.

2179D

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[golomb's solution](#)

482.

2181A

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Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: binary search, math, strings
[golomb's solution](#)

483.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[golomb's solution](#)

484.

2170C

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[golomb's solution](#)

485.

2165A

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[golomb's solution](#)

486.

2169C

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Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers
[golomb's solution](#)

487.

2145C

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Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings
[golomb's solution](#)

488.

2152B

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[golomb's solution](#)

489.

2150A

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[golomb's solution](#)

490.

2146C

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Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms

[golomb's solution](#)

491.

2143C

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Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[golomb's solution](#)

492.

2144C

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[golomb's solution](#)

493.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[golomb's solution](#)

494.

2129A

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Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[golomb's solution](#)

495.

1615B

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496.

2124C

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[golomb's solution](#)

497.

2119C

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498.

1326C

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499.

1178C

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Quality: 13,226 global accepts · Rating: 1300 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math
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500.

1178B

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Quality: 21,677 global accepts · Rating: 1300 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: dp, strings
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501.

2112C

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Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers
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502.

1119B

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503.

2121D

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Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[golomb's solution](#)

504.

2118C

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Quality: 18,478 global accepts · Rating: 1300 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math
[golomb's solution](#)

505.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[golomb's solution](#)

506.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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507.

2108B

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Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[golomb's solution](#)

508.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[golomb's solution](#)

509.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[golomb's solution](#)

510.

2091E

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Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory, two pointers

[golomb's solution](#)

511.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

512.

2072D

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Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

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513.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[golomb's solution](#)

514.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[golomb's solution](#)

515.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[golomb's solution](#)

516.

2049B

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Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[golomb's solution](#)

517.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2024-11-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math

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518.

2037D

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Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, two pointers

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519.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
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520.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math
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521.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings
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522.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[golomb's solution](#)

523.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[golomb's solution](#)

524.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[golomb's solution](#)

525.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, implementation, math
[golomb's solution](#)

526.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy
[golomb's solution](#)

527.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[golomb's solution](#)

528.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[golomb's solution](#)

529.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[golomb's solution](#)

530.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[golomb's solution](#)

531.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[golomb's solution](#)

532.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[golomb's solution](#)

533.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[golomb's solution](#)

534.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[golomb's solution](#)

535.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[golomb's solution](#)

536.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[golomb's solution](#)

537.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[golomb's solution](#)

538.

1943A

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539.

1955C

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Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

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540.

2209C

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541.

2204D

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542.

2190B1

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543.

2181B

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544.

2173C

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545.

2158C

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546.

2157C

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547.

2171C2

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548.

2171D

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549.

2164C

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550.

2156C

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551.

2154C1

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory
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552.

2162D

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Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: binary search, interactive
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553.

2152C

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554.

2133C

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555.

2132C2

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556.

1764C

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557.

1696C

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558.

2131E

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559.

2127C

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560.

2126E

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561.

1427B

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562.

1375C

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563.

1266C

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564.

2123E

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565.

2120C

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566.

1110B

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567.

2111D

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568.

2114E

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569.

2114D

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570.

2110C

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571.

2104D

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572.

2097A

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573.

2093D

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574.

2084C

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575.

2066A

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576.

2055C

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577.

1750C

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578.

2034C

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579.

1844D

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580.

2028B

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581.

1201C

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582.

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583.

2035C

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584.

2033C

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585.

2033E

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586.

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587.

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588.

2013C

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2009E

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2009D

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591.

2008F

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592.

2000E

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1919C

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594.

1993C

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595.

1901C

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596.

1761C

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597.

1863D

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598.

1983C

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599.

1895C

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600.

1989C

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601.

1986D

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602.

1909C

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603.

1896C

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604.

1923C

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605.

1974C

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606.

1893A

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Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-05-08 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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607.

1972D1

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[golomb's solution](#)

608.

1972C

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Rating: 1400 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[golomb's solution](#)

609.

1966C

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610.

1955D

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611.

1951C

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612.

2218F

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613.

2205C

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614.

2185E

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Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers
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615.

2183D1

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616.

2183C

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617.

2163C

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618.

2169D1

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619.

2153C

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620.

2155C

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Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
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621.

2149E

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622.

2146D1

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Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and

conquer, greedy, trees

[golomb's solution](#)

623.

2147C

[Rabbits](#) · [Tutorial](#)

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624.

2140C

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[golomb's solution](#)

625.

1738C

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Quality: 12,774 global accepts · Rating: 1500 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math

[golomb's solution](#)

626.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[golomb's solution](#)

627.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: hashing, string suffix structures, strings

[golomb's solution](#)

628.

1178D

[Prime Graph](#) · [Tutorial](#)

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629.

1119C

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630.

1110C

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631.

2121E

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632.

2115A

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Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory

[golomb's solution](#)

633.

2109C1

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Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

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634.

2107C

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Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[golomb's solution](#)

635.

2108C

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Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

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636.

2106D

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Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

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637.

2093E

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Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

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638.

2075C

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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math

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639.

2077A

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Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

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640.

1399D

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641.

2070C

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642.

2072E

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2057C

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645.

1621B

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646.

2053C

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647.

1616C

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648.

2049C

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1842C

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650.

2027C

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651.

2008E

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652.

2003D1

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653.

2001C

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654.

1999G1

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[golomb's solution](#)

655.

1999F

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656.

1997D

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657.

1996D

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Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[golomb's solution](#)

658.

1990C

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Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[golomb's solution](#)

659.

2207C

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660.

2207B

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Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

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661.

1036D

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662.

2196B

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663.

2184D

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Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
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664.

2172F

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665.

2182D

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666.

2181F

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667.

2157D

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668.

2171F

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669.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

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670.

2167F

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671.

2167E

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672.

2162E

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673.

2132D

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674.

2052A

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675.

2129B

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[golomb's solution](#)

676.

1615C

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Quality: 9,195 global accepts · Rating: 1600 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, math

[golomb's solution](#)

677.

2128D

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[golomb's solution](#)

678.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

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[golomb's solution](#)

679.

2125D

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[golomb's solution](#)

680.

1148B

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681.

2117E

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[golomb's solution](#)

682.

1B

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683.

2103C

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[golomb's solution](#)

684.

2084D

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[golomb's solution](#)

685.

2085C

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[golomb's solution](#)

686.

2074E

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[golomb's solution](#)

687.

2070D

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[golomb's solution](#)

688.

2059C

[Customer Service](#) · [Tutorial](#)

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[golomb's solution](#)

689.

2063C

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Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[golomb's solution](#)

690.

2061D

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

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[golomb's solution](#)

691.

2061C

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[golomb's solution](#)

692.

1779C

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693.

2043C

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694.

2048D

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[golomb's solution](#)

695.

2040C

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Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[golomb's solution](#)

696.

2046B

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[golomb's solution](#)

697.

2034D

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698.

2037E

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[golomb's solution](#)

699.

2028C

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[golomb's solution](#)

700.

2018A

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701.

1527C

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702.

2004D

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703.

1996E

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704.

1994C

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705.

1946C

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[golomb's solution](#)

706.

1886C

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Quality: 16,600 global accepts · Rating: 1600 · first AC: 2024-07-02 · PyPy 3-64 (first AC) · Tags: implementation, strings

[golomb's solution](#)

707.

1976C

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[golomb's solution](#)

708.

1957C

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709.

1956C

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710.

2206J

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Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: math

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711.

2201B

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Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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712.

2201A2

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Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: data structures, dp

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713.

2205D

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Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

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714.

2185F

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715.

2181M

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[golomb's solution](#)

716.

2161B

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[golomb's solution](#)

717.

2159A

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718.

2152D

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719.

2150B

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[golomb's solution](#)

720.

2147D

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Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy

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721.

2135B

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Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

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722.

2132E

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Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

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723.

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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724.

2122C

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Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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725.

1491C

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726.

1392D

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[golomb's solution](#)

727.

2124D

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Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[golomb's solution](#)

728.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[golomb's solution](#)

729.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[golomb's solution](#)

730.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[golomb's solution](#)

731.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[golomb's solution](#)

732.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[golomb's solution](#)

733.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-27 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[golomb's solution](#)

734.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[golomb's solution](#)

735.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings
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736.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation
[golomb's solution](#)

737.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, strings
[golomb's solution](#)

738.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
[golomb's solution](#)

739.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[golomb's solution](#)

740.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[golomb's solution](#)

741.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-01-01 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[golomb's solution](#)

742.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-12-31 · PyPy 3-64 (first AC) · Tags: dfs and similar, interactive, math
[golomb's solution](#)

743.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

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744.

2053D

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745.

1770C

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746.

2039D

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747.

2031D

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Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[golomb's solution](#)

748.

2029C

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[golomb's solution](#)

749.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[golomb's solution](#)

750.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, shortest paths

[golomb's solution](#)

751.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[golomb's solution](#)

752.

2018C

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Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[golomb's solution](#)

753.

2009F

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Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, flows, math

[golomb's solution](#)

754.

2006A

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Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[golomb's solution](#)

755.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-08-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[golomb's solution](#)

756.

1969C

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Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: dp, implementation

[golomb's solution](#)

757.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[golomb's solution](#)

758.

1901D

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Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math

[golomb's solution](#)

759.

1992E

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Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[golomb's solution](#)

760.

1983D

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Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[golomb's solution](#)

761.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[golomb's solution](#)

762.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

[golomb's solution](#)

763.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[golomb's solution](#)

764.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[golomb's solution](#)

765.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2024-05-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[golomb's solution](#)

766.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[golomb's solution](#)

767.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[golomb's solution](#)

768.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[golomb's solution](#)

769.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-04-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[golomb's solution](#)

770.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[golomb's solution](#)

771.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[golomb's solution](#)

772.

2211C2

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

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, greedy

[golomb's solution](#)

773.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

774.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[golomb's solution](#)

775.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[golomb's solution](#)

776.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: number theory

[golomb's solution](#)

777.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[golomb's solution](#)

778.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[golomb's solution](#)

779.

2189C2

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

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[golomb's solution](#)

780.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[golomb's solution](#)

781.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[golomb's solution](#)

782.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[golomb's solution](#)

783.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[golomb's solution](#)

784.

2179E

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

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[golomb's solution](#)

785.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings
[golomb's solution](#)

786.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers
[golomb's solution](#)

787.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: dp, greedy
[golomb's solution](#)

788.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp
[golomb's solution](#)

789.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[golomb's solution](#)

790.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[golomb's solution](#)

791.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: brute force, dp, math
[golomb's solution](#)

792.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[golomb's solution](#)

793.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[golomb's solution](#)

794.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[golomb's solution](#)

795.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[golomb's solution](#)

796.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[golomb's solution](#)

797.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[golomb's solution](#)

798.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[golomb's solution](#)

799.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[golomb's solution](#)

800.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[golomb's solution](#)

801.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[golomb's solution](#)

802.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[golomb's solution](#)

803.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[golomb's solution](#)

804.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: binary search, sortings

[golomb's solution](#)

805.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, trees

[golomb's solution](#)

806.

2101B

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Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[golomb's solution](#)

807.

2093F

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Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

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808.

2092D

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Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[golomb's solution](#)

809.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp

[golomb's solution](#)

810.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities

[golomb's solution](#)

811.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[golomb's solution](#)

812.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[golomb's solution](#)

813.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2025-01-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, strings

[golomb's solution](#)

814.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory

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815.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[golomb's solution](#)

816.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[golomb's solution](#)

817.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[golomb's solution](#)

818.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[golomb's solution](#)

819.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[golomb's solution](#)

820.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: dp, implementation

[golomb's solution](#)

821.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[golomb's solution](#)

822.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[golomb's solution](#)

823.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[golomb's solution](#)

824.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[golomb's solution](#)

825.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[golomb's solution](#)

826.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math

[golomb's solution](#)

827.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[golomb's solution](#)

828.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[golomb's solution](#)

829.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[golomb's solution](#)

830.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[golomb's solution](#)

831.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, games

[golomb's solution](#)

832.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[golomb's solution](#)

833.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[golomb's solution](#)

834.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[golomb's solution](#)

835.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-05-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[golomb's solution](#)

836.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: dp

[golomb's solution](#)

837.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures
[golomb's solution](#)

838.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[golomb's solution](#)

839.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math, schedules
[golomb's solution](#)

840.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings
[golomb's solution](#)

841.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math
[golomb's solution](#)

842.

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[golomb's solution](#)

843.

2190B2

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

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844.

1717D

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845.

2184G

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Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures
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846.

2184F

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Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees
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847.

2180D

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848.

2180C

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849.

2174B

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850.

2173D

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Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

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851.

2157E

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Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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852.

2165B

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Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · PyPy 3-64 (first AC) · Tags: dp, math, sortings

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853.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: bitmasks, interactive, math

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854.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[golomb's solution](#)

855.

2156D

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Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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856.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

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857.

2149F

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Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

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858.

2148G

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859.

2137F

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860.

2133D

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[golomb's solution](#)

861.

1738D

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[golomb's solution](#)

862.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[golomb's solution](#)

863.

2131F

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[golomb's solution](#)

864.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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865.

2128E1

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[golomb's solution](#)

866.

1375D

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867.

1178E

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868.

1119E

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869.

2121G

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870.

2117G

[Omg Graph](#) · [Tutorial](#)

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871.

2111E

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Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
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872.

2044F

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Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, math, number theory
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873.

2109D

[D/D/D](#) · [Tutorial](#)

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874.

1746D

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875.

2106F

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876.

2073A

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Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: —
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877.

2089B1

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878.

2077B

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879.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

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880.

2064D

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881.

2066B

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882.

2053E

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883.

2049D

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884.

2040D

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885.

2029D

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886.

2022D1

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887.

2021C2

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greedy, implementation, sortings

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888.

2018B

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889.

2014H

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890.

2013D

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891.

2009G1

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892.

2000F

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893.

2002D1

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894.

1998C

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895.

1969D

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896.

1922D

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897.

1991E

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898.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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899.

1996F

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Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

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900.

1994D

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901.

1992F

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902.

1895D

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903.

1989D

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904.

1909D

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905.

1977C

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906.

1974F

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907.

1955G

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908.

1957D

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909.

2201C

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910.

359D

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911.

1584D

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912.

2196C2

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913.

2179F

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914.

2181D

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Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, sortings

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915.

2158D

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916.

2165C

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Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

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917.

2171E

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Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, number theory

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918.

2171G

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919.

2154C2

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920.

2146D2

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921.

2140D

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Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

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922.

2138C2

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923.

2135C

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924.

1764D

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925.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math

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926.

2131G

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927.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

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928.

2129C2

[Interactive RBS \(Medium Version\) · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[golomb's solution](#)

929.

1566E

[Buds Re-hanging · Tutorial](#)

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930.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

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931.

1427C

[The Hard Work of Paparazzi · Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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932.

1266D

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933.

2114F

[Small Operations · Tutorial](#)

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934.

2057D

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935.

2103D

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936.

2096D

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Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[golomb's solution](#)

937.

2073J

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938.

2085D

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939.

2075D

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Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, graphs, math
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940.

2074F

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941.

1399E1

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942.

2068J

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2063D

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944.

2061E

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945.

2055D

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946.

1616D

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947.

1770D

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948.

2048E

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949.

1827B1

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950.

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951.

2028D

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954.

475D

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955.

1994E

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956.

1988D

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957.

1992G

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958.

1987E

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959.

1978E

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960.

1984D

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961.

1976D

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962.

1936B

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963.

1951E

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964.

1951D

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1956D

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966.

2210D

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967.

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968.

2205E

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969.

2192E

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971.

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2123G

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2068C

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1930D2

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2037F

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1010.

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1011.

2005E1

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1012.

2003D2

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1013.

2004E

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1015.

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1016.

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1886D

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1018.

1948E

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1019.

2209E

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1020.

2204F

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1021.

2208D2

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1022.

2206C

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1023.

2207D

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2200G

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1025.

958E2

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1026.

2178F

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1027.

2179H

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1028.

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2173E

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2162G

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2155E

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1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[golomb's solution](#)

1039.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[golomb's solution](#)

1040.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, sortings

[golomb's solution](#)

1041.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp

[golomb's solution](#)

1042.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[golomb's solution](#)

1043.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings

[golomb's solution](#)

1044.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: dp

[golomb's solution](#)

1045.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[golomb's solution](#)

1046.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[golomb's solution](#)

1047.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[golomb's solution](#)

1048.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[golomb's solution](#)

1049.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1050.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1051.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: dp, games, math, probabilities
[golomb's solution](#)

1052.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[golomb's solution](#)

1053.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[golomb's solution](#)

1054.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, number theory
[golomb's solution](#)

1055.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[golomb's solution](#)

1056.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-12-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, strings
[golomb's solution](#)

1057.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[golomb's solution](#)

1058.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math
[golomb's solution](#)

1059.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[golomb's solution](#)

1060.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[golomb's solution](#)

1061.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, greedy, math

[golomb's solution](#)

1062.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

[golomb's solution](#)

1063.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

[golomb's solution](#)

1064.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[golomb's solution](#)

1065.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy

[golomb's solution](#)

1066.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[golomb's solution](#)

1067.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[golomb's solution](#)

1068.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-07-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[golomb's solution](#)

1069.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-06-19 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math
[golomb's solution](#)

1070.

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[golomb's solution](#)

1071.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · Python 3 (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[golomb's solution](#)

1072.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[golomb's solution](#)

1073.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[golomb's solution](#)

1074.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu
[golomb's solution](#)

1075.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: dp, implementation
[golomb's solution](#)

1076.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[golomb's solution](#)

1077.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · last AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[golomb's solution](#)

1078.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, probabilities
[golomb's solution](#)

1079.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[golomb's solution](#)

1080.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graph matchings, math

[golomb's solution](#)

1081.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[golomb's solution](#)

1082.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[golomb's solution](#)

1083.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, two pointers

[golomb's solution](#)

1084.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[golomb's solution](#)

1085.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[golomb's solution](#)

1086.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[golomb's solution](#)

1087.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[golomb's solution](#)

1088.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, ternary search

[golomb's solution](#)

1089.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[golomb's solution](#)

1090.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy

[golomb's solution](#)

1091.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[golomb's solution](#)

1092.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[golomb's solution](#)

1093.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[golomb's solution](#)

1094.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[golomb's solution](#)

1095.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, math, number theory

[golomb's solution](#)

1096.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[golomb's solution](#)

1097.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[golomb's solution](#)

1098.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[golomb's solution](#)

1099.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[golomb's solution](#)

1100.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[golomb's solution](#)

1101.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[golomb's solution](#)

1102.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[golomb's solution](#)

1103.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[golomb's solution](#)

1104.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-06-20 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, probabilities

[golomb's solution](#)

1105.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, hashing

[golomb's solution](#)

1106.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: combinatorics, games

[golomb's solution](#)

1107.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math, matrices

[golomb's solution](#)

1108.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[golomb's solution](#)

1109.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[golomb's solution](#)

1110.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[golomb's solution](#)

1111.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[golomb's solution](#)

1112.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[golomb's solution](#)

1113.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[golomb's solution](#)

1114.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, trees

[golomb's solution](#)

1115.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, sortings

[golomb's solution](#)

1116.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, greedy, math

[golomb's solution](#)

1117.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[golomb's solution](#)

1118.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[golomb's solution](#)

1119.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[golomb's solution](#)

1120.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[golomb's solution](#)

1121.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, sortings

[golomb's solution](#)

1122.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy

[golomb's solution](#)

1123.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[golomb's solution](#)

1124.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[golomb's solution](#)

1125.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[golomb's solution](#)

1126.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[golomb's solution](#)

1127.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[golomb's solution](#)

1128.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[golomb's solution](#)

1129.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[golomb's solution](#)

1130.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[golomb's solution](#)

1131.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[golomb's solution](#)

1132.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[golomb's solution](#)

1133.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[golomb's solution](#)

1134.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[golomb's solution](#)

1135.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[golomb's solution](#)

1136.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[golomb's solution](#)

1137.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[golomb's solution](#)

1138.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-05-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[golomb's solution](#)

1139.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[golomb's solution](#)

1140.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[golomb's solution](#)

1141.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1142.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[golomb's solution](#)

1143.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[golomb's solution](#)

1144.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1145.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[golomb's solution](#)

1146.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings
[golomb's solution](#)

1147.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[golomb's solution](#)

1148.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-01-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1149.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[golomb's solution](#)

1150.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-12-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[golomb's solution](#)

1151.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[golomb's solution](#)

1152.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-11-29 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[golomb's solution](#)

1153.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math

[golomb's solution](#)

1154.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[golomb's solution](#)

1155.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[golomb's solution](#)

1156.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[golomb's solution](#)

1157.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[golomb's solution](#)

1158.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[golomb's solution](#)

1159.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[golomb's solution](#)

1160.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, trees

[golomb's solution](#)

1161.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[golomb's solution](#)

1162.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-07-28 · last AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[golomb's solution](#)

1163.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-06-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[golomb's solution](#)

1164.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, trees

[golomb's solution](#)

1165.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, trees

[golomb's solution](#)

1166.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[golomb's solution](#)

1167.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[golomb's solution](#)

1168.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math

[golomb's solution](#)

1169.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: geometry, math, matrices

[golomb's solution](#)

1170.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[golomb's solution](#)

1171.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · PyPy 3 (first AC) · Tags: binary search, games, trees

[golomb's solution](#)

1172.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[golomb's solution](#)

1173.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[golomb's solution](#)

1174.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[golomb's solution](#)

1175.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[golomb's solution](#)

1176.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[golomb's solution](#)

1177.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[golomb's solution](#)

1178.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[golomb's solution](#)

1179.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: graph matchings, greedy

[golomb's solution](#)

1180.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[golomb's solution](#)

1181.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[golomb's solution](#)

1182.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[golomb's solution](#)

1183.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[golomb's solution](#)

1184.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp

[golomb's solution](#)

1185.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[golomb's solution](#)

1186.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[golomb's solution](#)

1187.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[golomb's solution](#)

1188.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[golomb's solution](#)

1189.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[golomb's solution](#)

1190.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[golomb's solution](#)

1191.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[golomb's solution](#)

1192.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[golomb's solution](#)

1193.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[golomb's solution](#)

1194.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · last AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[golomb's solution](#)

1195.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[golomb's solution](#)

1196.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[golomb's solution](#)

1197.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[golomb's solution](#)

1198.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[golomb's solution](#)

1199.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[golomb's solution](#)

1200.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[golomb's solution](#)

1201.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[golomb's solution](#)

1202.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[golomb's solution](#)

1203.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings

[golomb's solution](#)

1204.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[golomb's solution](#)

1205.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[golomb's solution](#)

1206.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-06-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[golomb's solution](#)

1207.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: graphs, math, sortings

[golomb's solution](#)

1208.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[golomb's solution](#)

1209.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[golomb's solution](#)

1210.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[golomb's solution](#)

1211.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-09 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[golomb's solution](#)

1212.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[golomb's solution](#)

1213.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[golomb's solution](#)

1214.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[golomb's solution](#)

1215.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[golomb's solution](#)

1216.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[golomb's solution](#)

1217.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[golomb's solution](#)

1218.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[golomb's solution](#)

1219.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: hashing, implementation, strings

[golomb's solution](#)

1220.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dfs and similar, divide and conquer, interactive, trees

[golomb's solution](#)

1221.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[golomb's solution](#)

1222.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[golomb's solution](#)

1223.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[golomb's solution](#)

1224.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[golomb's solution](#)

1225.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-07-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[golomb's solution](#)

1226.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[golomb's solution](#)

1227.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[golomb's solution](#)

1228.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, interactive, math

[golomb's solution](#)

1229.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[golomb's solution](#)

1230.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: dp

[golomb's solution](#)

1231.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[golomb's solution](#)

1232.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[golomb's solution](#)

1233.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[golomb's solution](#)

1234.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-05-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[golomb's solution](#)

1235.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[golomb's solution](#)

1236.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[golomb's solution](#)

1237.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[golomb's solution](#)

1238.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: greedy, math, probabilities

[golomb's solution](#)

1239.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2025-04-29 · last AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: dp, strings

[golomb's solution](#)

1240.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[golomb's solution](#)

1241.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: dp, trees

[golomb's solution](#)

1242.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[golomb's solution](#)

1243.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[golomb's solution](#)

1244.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2025-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[golomb's solution](#)

1245.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-04-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, math

[golomb's solution](#)

1246.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2025-04-27 · PyPy 3-64 (first AC) · Tags: games, implementation, interactive, math

[golomb's solution](#)

1247.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, two pointers

[golomb's solution](#)

1248.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: dp, games

[golomb's solution](#)

1249.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[golomb's solution](#)

1250.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, probabilities, trees

[golomb's solution](#)

1251.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[golomb's solution](#)

1252.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[golomb's solution](#)

1253.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[golomb's solution](#)

1254.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, matrices

[golomb's solution](#)

1255.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[golomb's solution](#)

1256.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees

[golomb's solution](#)

1257.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[golomb's solution](#)

1258.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[golomb's solution](#)

1259.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[golomb's solution](#)

1260.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[golomb's solution](#)

1261.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2025-12-09 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory
[golomb's solution](#)

1262.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[golomb's solution](#)

1263.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
[golomb's solution](#)

1264.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1265.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees
[golomb's solution](#)

1266.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[golomb's solution](#)

1267.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms
[golomb's solution](#)

1268.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[golomb's solution](#)

1269.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-05-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[golomb's solution](#)

1270.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[golomb's solution](#)

1271.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-05-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[golomb's solution](#)

1272.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-05-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[golomb's solution](#)

1273.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1274.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: interactive

[golomb's solution](#)

1275.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[golomb's solution](#)

1276.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[golomb's solution](#)

1277.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, strings

[golomb's solution](#)

1278.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[golomb's solution](#)

1279.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, games, math

[golomb's solution](#)

1280.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, interactive

[golomb's solution](#)

1281.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[golomb's solution](#)

1282.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[golomb's solution](#)

1283.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-08-09 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[golomb's solution](#)

1284.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[golomb's solution](#)

1285.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[golomb's solution](#)

1286.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[golomb's solution](#)

1287.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: data structures, graphs, trees

[golomb's solution](#)

1288.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: implementation, math, two pointers

[golomb's solution](#)

1289.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[golomb's solution](#)

1290.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[golomb's solution](#)

1291.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[golomb's solution](#)

1292.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: dp, graph matchings, math, trees
[golomb's solution](#)

1293.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees
[golomb's solution](#)

1294.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
[golomb's solution](#)

1295.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-08-19 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, trees
[golomb's solution](#)

1296.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[golomb's solution](#)

1297.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[golomb's solution](#)

1298.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math
[golomb's solution](#)

1299.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[golomb's solution](#)

1300.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[golomb's solution](#)

1301.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[golomb's solution](#)

1302.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[golomb's solution](#)

1303.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1304.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy
[golomb's solution](#)

1305.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[golomb's solution](#)

1306.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings
[golomb's solution](#)

1307.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp
[golomb's solution](#)

1308.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, games, math
[golomb's solution](#)

1309.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-08 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory
[golomb's solution](#)

1310.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-05-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[golomb's solution](#)

1311.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1312.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[golomb's solution](#)

1313.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings
[golomb's solution](#)

1314.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[golomb's solution](#)

1315.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math
[golomb's solution](#)

1316.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: dp
[golomb's solution](#)

1317.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[golomb's solution](#)

1318.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: binary search, interactive
[golomb's solution](#)

1319.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[golomb's solution](#)

1320.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math
[golomb's solution](#)

1321.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[golomb's solution](#)

1322.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs
[golomb's solution](#)

1323.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[golomb's solution](#)

1324.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, games, greedy, math

[golomb's solution](#)

1325.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[golomb's solution](#)

1326.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1327.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[golomb's solution](#)

1328.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[golomb's solution](#)

1329.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[golomb's solution](#)

1330.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[golomb's solution](#)

1331.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, dp

[golomb's solution](#)

1332.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[golomb's solution](#)

1333.

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: graphs, greedy, math

[golomb's solution](#)

1334.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[golomb's solution](#)

1335.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math
[golomb's solution](#)

1336.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: math, probabilities
[golomb's solution](#)

1337.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[golomb's solution](#)

1338.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[golomb's solution](#)

1339.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, trees
[golomb's solution](#)

1340.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: data structures, graphs, hashing, trees
[golomb's solution](#)

1341.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games
[golomb's solution](#)

1342.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-05-07 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities
[golomb's solution](#)

1343.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: combinatorics, probabilities
[golomb's solution](#)

1344.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics

[golomb's solution](#)

1345.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, math

[golomb's solution](#)

1346.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[golomb's solution](#)

1347.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, trees

[golomb's solution](#)

1348.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-30 · PyPy 3-64 (first AC) · Tags: graphs, greedy, shortest paths

[golomb's solution](#)

1349.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[golomb's solution](#)

1350.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[golomb's solution](#)

1351.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: binary search, dp, games, greedy, trees

[golomb's solution](#)

1352.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[golomb's solution](#)

1353.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[golomb's solution](#)

1354.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[golomb's solution](#)

1355.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[golomb's solution](#)

1356.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1357.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: games

[golomb's solution](#)

1358.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[golomb's solution](#)

1359.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[golomb's solution](#)

1360.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[golomb's solution](#)

1361.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, implementation, math

[golomb's solution](#)

1362.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: games

[golomb's solution](#)

1363.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[golomb's solution](#)

1364.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: interactive

[golomb's solution](#)

1365.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: dp, graphs

[golomb's solution](#)

1366.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1367.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, two pointers

[golomb's solution](#)

1368.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,483 global accepts · Rating: — · first AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[golomb's solution](#)

1369.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[golomb's solution](#)

1370.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[golomb's solution](#)

1371.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

[golomb's solution](#)

1372.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: dp, math

[golomb's solution](#)

1373.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[golomb's solution](#)

1374.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[golomb's solution](#)

1375.

106414M

[XORzocity](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1376.

106414H

[NP-hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1377.

106414I

[Ultimate Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1378.

106414J

[Superset Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1379.

106414K

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1380.

106414F

[Approximate Three Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1381.

106414G

[Longest Step-function Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1382.

106414D

[Doubting Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1383.

106414L

[MEXpected Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1384.

106414E

[BABA IS LOCKED](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1385.

106414A

[Fold Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1386.

106414N

[Primemas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1387.

106414B

[The String Only Contains a, b, and c](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1388.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[golomb's solution](#)

1389.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[golomb's solution](#)

1390.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[golomb's solution](#)

1391.

2225D

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

Quality: 6,606 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[golomb's solution](#)

1392.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,329 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy

[golomb's solution](#)

1393.

2225B

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

Quality: 14,135 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[golomb's solution](#)

1394.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[golomb's solution](#)

1395.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[golomb's solution](#)

1396.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[golomb's solution](#)

1397.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[golomb's solution](#)

1398.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[golomb's solution](#)

1399.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[golomb's solution](#)

1400.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, communication

[golomb's solution](#)

1401.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[golomb's solution](#)

1402.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, shortest paths

[golomb's solution](#)

1403.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[golomb's solution](#)

1404.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[golomb's solution](#)

1405.

105059E

[Mole Whacking Robots](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1406.

105059C

[SeaTac](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1407.

106416L

[Late and Disobedient](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1408.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1409.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1410.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1411.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1412.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1413.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1414.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1415.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1416.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1417.

106407C

[Enigmatic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1418.

106407A

[Extreme Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1419.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1420.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1421.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1422.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1423.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1424.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1425.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1426.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1427.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1428.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1429.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1430.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1431.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1432.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1433.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1434.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1435.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1436.

106250E

[Mahjong Connect](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1437.

106250F

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

Rating: — · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1438.

106250A

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1439.

104064C

[Cutting Edge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1440.

106250H

[Snacks Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1441.

106195C2

[Sorted subarrays \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1442.

106195K

[Sadism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1443.

106195H

[Equivalence classes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1444.

106197J

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

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1445.

106197E

[Connected Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1446.

106197M

[Cube Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1447.

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[golomb's solution](#)

1448.

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1449.

106197F

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1450.

106197C

[Divisor Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1451.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[golomb's solution](#)

1452.

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1453.

106197L

[Not a Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1454.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1455.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1456.

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1457.

106197O

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1458.

106197B

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

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1459.

106195F

[Peter's polygon problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1460.

106170K

[Hyperscale AI Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1461.

106170F

[Random Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1462.

106170H

[Möbius Band Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1463.

106170C

[The Forgetful Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1464.

106170A

[Rainbow](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1465.

106170I

[Mancala Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1466.

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1467.

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1468.

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1469.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[golomb's solution](#)

1470.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[golomb's solution](#)

1471.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

[golomb's solution](#)

1472.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[golomb's solution](#)

1473.

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1474.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1475.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[golomb's solution](#)

1476.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[golomb's solution](#)

1477.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[golomb's solution](#)

1478.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1479.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1480.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1481.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1482.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —
[golomb's solution](#)

1483.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[golomb's solution](#)

1484.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[golomb's solution](#)

1485.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1486.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1487.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1488.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1489.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1490.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1491.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1492.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1493.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1494.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1495.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1496.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1497.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1498.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1499.

104064G

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

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1500.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1501.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1502.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1503.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1504.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1505.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1506.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1507.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1508.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1509.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1510.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1511.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1512.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1513.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1514.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1515.

106078J

[Pluto](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1516.

106078H

[Uranus](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1517.

106078G

[Saturn](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1518.

106078I

[Neptune](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1519.

106078E

[Mars](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1520.

106078D

[Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1521.

106078C

[Game on Venus](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1522.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1523.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1524.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1525.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1526.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1527.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · last AC: 2025-08-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1528.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1529.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1530.

104633E

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

Rating: — · first AC: 2025-08-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1531.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1532.

105818A

[Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1533.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1534.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1535.

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1536.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1537.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1538.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1539.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · last AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1540.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1541.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1542.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1543.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1544.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1545.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1546.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1547.

104288D

[Guardians of the Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1548.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1549.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1550.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1551.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1552.

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1553.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1554.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1555.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1556.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1557.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1558.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1559.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1560.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1561.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1562.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1563.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1564.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1565.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1566.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1567.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1568.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1569.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1570.

101471A

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

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1571.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1572.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1573.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1574.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1575.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1576.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1577.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1578.

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1579.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1580.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1581.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1582.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1583.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1584.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1585.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1586.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3 (first AC) · Tags: —

[golomb's solution](#)

1587.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1588.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1589.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1590.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1591.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1592.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · last AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1593.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1594.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1595.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1596.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1597.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1598.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1599.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1600.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1601.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1602.

102511C

[Checks Post Facto](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1603.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1604.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1605.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1606.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1607.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1608.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1609.

102511B

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

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1610.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1611.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1612.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1613.

105254X

[Quartets](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1614.

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1615.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1616.

105255K

[Alea iacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1617.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1618.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1619.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1620.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1621.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1622.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1623.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1624.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1625.

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1626.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1627.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1628.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1629.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory

[golomb's solution](#)

1630.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[golomb's solution](#)

1631.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[golomb's solution](#)

1632.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[golomb's solution](#)

1633.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[golomb's solution](#)

1634.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1635.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1636.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1637.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1638.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1639.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1640.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1641.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[golomb's solution](#)

1642.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1643.

104871I

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

Rating: — · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1644.

104871G

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

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1645.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1646.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1647.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1648.

104587D

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

Rating: — · first AC: 2024-11-02 · last AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1649.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1650.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1651.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1652.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1653.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1654.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1655.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[golomb's solution](#)

1656.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1657.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[golomb's solution](#)

1658.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1659.

105059F

[Average of Averages](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1660.

105059D

[Assignment Allocation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1661.

105059B

[Bus Routes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)

1662.

105059A

[Luddy Rocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: —

[golomb's solution](#)