

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

<https://cfelitetracker.vercel.app>

# Unique solved — gopal.thecoder

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

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

Filters: [none](#)

Count: 1,127

- 1.**  
2128A  
[Recycling Center](#) · [Tutorial](#)  
Quality: 28,487 global accepts · Rating: 800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[gopal.thecoder's solution](#)
- 2.**  
2130A  
[Submission is All You Need](#) · [Tutorial](#)  
Quality: 28,530 global accepts · Rating: 800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)
- 3.**  
2131B  
[Alternating Series](#) · [Tutorial](#)  
Quality: 30,954 global accepts · Rating: 800 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[gopal.thecoder's solution](#)
- 4.**  
2131A  
[Lever](#) · [Tutorial](#)  
Quality: 38,866 global accepts · Rating: 800 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[gopal.thecoder's solution](#)
- 5.**  
2132A  
[Homework](#) · [Tutorial](#)  
Quality: 43,341 global accepts · Rating: 800 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings  
[gopal.thecoder's solution](#)
- 6.**  
2133A  
[Redstone?](#) · [Tutorial](#)  
Quality: 30,971 global accepts · Rating: 800 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math  
[gopal.thecoder's solution](#)
- 7.**  
2133B  
[Villagers](#) · [Tutorial](#)  
Quality: 25,543 global accepts · Rating: 800 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)
- 8.**  
2134A  
[Painting With Two Colors](#) · [Tutorial](#)  
Quality: 26,557 global accepts · Rating: 800 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[gopal.thecoder's solution](#)
- 9.**  
2136A  
[In the Dream](#) · [Tutorial](#)  
Quality: 26,118 global accepts · Rating: 800 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**10.**

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**11.**

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,827 global accepts · Rating: 800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**12.**

2139A

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

Quality: 25,824 global accepts · Rating: 800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**13.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**14.**

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2026-04-24 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[gopal.thecoder's solution](#)

**15.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[gopal.thecoder's solution](#)

**16.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[gopal.thecoder's solution](#)

**17.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[gopal.thecoder's solution](#)

**18.**

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[gopal.thecoder's solution](#)

**19.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

**20.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[gopal.thecoder's solution](#)

## 21.

2151A

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

Quality: 17,960 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[gopal.thecoder's solution](#)

## 22.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,905 global accepts · Rating: 800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

## 23.

2149B

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

Quality: 33,039 global accepts · Rating: 800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

## 24.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

## 25.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

## 26.

2145A

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

Quality: 30,755 global accepts · Rating: 800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

## 27.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

## 28.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[gopal.thecoder's solution](#)

## 29.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

## 30.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[gopal.thecoder's solution](#)

## 31.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers  
[gopal.thecoder's solution](#)

**32.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,817 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings  
[gopal.thecoder's solution](#)

**33.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,458 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings  
[gopal.thecoder's solution](#)

**34.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math  
[gopal.thecoder's solution](#)

**35.**

2167C

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

Quality: 36,059 global accepts · Rating: 800 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[gopal.thecoder's solution](#)

**36.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
[gopal.thecoder's solution](#)

**37.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,955 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[gopal.thecoder's solution](#)

**38.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,746 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[gopal.thecoder's solution](#)

**39.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[gopal.thecoder's solution](#)

**40.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,534 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[gopal.thecoder's solution](#)

**41.**

1899A

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

Quality: 92,744 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory  
[gopal.thecoder's solution](#)

42.

2172A

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

Quality: 14,545 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[gopal.thecoder's solution](#)

43.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings  
[gopal.thecoder's solution](#)

44.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[gopal.thecoder's solution](#)

45.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,766 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math  
[gopal.thecoder's solution](#)

46.

2171A

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

Quality: 37,248 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[gopal.thecoder's solution](#)

47.

2175A

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

Quality: 18,733 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[gopal.thecoder's solution](#)

48.

2218C

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

Quality: 26,414 global accepts · Rating: 800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[gopal.thecoder's solution](#)

49.

2218B

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

Quality: 33,663 global accepts · Rating: 800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)

50.

2218A

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

Quality: 34,896 global accepts · Rating: 800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math  
[gopal.thecoder's solution](#)

51.

2173A

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

Quality: 23,780 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[gopal.thecoder's solution](#)

52.

2176A

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

Quality: 29,070 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[gopal.thecoder's solution](#)

**53.**

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[gopal.thecoder's solution](#)

**54.**

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[gopal.thecoder's solution](#)

**55.**

2210A

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

Quality: 22,235 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[gopal.thecoder's solution](#)

**56.**

2170A

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

Quality: 19,925 global accepts · Rating: 800 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[gopal.thecoder's solution](#)

**57.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[gopal.thecoder's solution](#)

**58.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[gopal.thecoder's solution](#)

**59.**

2211A

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

Quality: 16,070 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**60.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**61.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[gopal.thecoder's solution](#)

**62.**

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,353 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**63.**

2205A

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

Quality: 17,296 global accepts · Rating: 800 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[gopal.thecoder's solution](#)

**64.**

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,466 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings  
[gopal.thecoder's solution](#)

**65.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**66.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**67.**

2195A

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

Quality: 35,448 global accepts · Rating: 800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: math, number theory  
[gopal.thecoder's solution](#)

**68.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[gopal.thecoder's solution](#)

**69.**

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,539 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**70.**

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[gopal.thecoder's solution](#)

**71.**

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[gopal.thecoder's solution](#)

**72.**

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[gopal.thecoder's solution](#)

**73.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[gopal.thecoder's solution](#)

**74.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**75.**

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[gopal.thecoder's solution](#)

**76.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gopal.thecoder's solution](#)

**77.**

2205B

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

Quality: 16,169 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**78.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,982 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**79.**

2192A

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

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[gopal.thecoder's solution](#)

**80.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[gopal.thecoder's solution](#)

**81.**

2193B

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

Quality: 30,115 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**82.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[gopal.thecoder's solution](#)

**83.**

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[gopal.thecoder's solution](#)

**84.**

2193A

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

Quality: 42,650 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[gopal.thecoder's solution](#)

**85.**

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[gopal.thecoder's solution](#)

**86.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,700 global accepts · Rating: 800 · first AC: 2026-01-18 · Python 3 (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**87.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,083 global accepts · Rating: 800 · first AC: 2026-01-18 · Python 3 (first AC) · Tags: constructive algorithms, math  
[gopal.thecoder's solution](#)

**88.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,779 global accepts · Rating: 800 · first AC: 2026-01-17 · Python 3 (first AC) · Tags: constructive algorithms  
[gopal.thecoder's solution](#)

**89.**

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[gopal.thecoder's solution](#)

**90.**

2184A

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

Quality: 38,082 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[gopal.thecoder's solution](#)

**91.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[gopal.thecoder's solution](#)

**92.**

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2026-01-07 · C# 13 (first AC) · Tags: math  
[gopal.thecoder's solution](#)

**93.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,815 global accepts · Rating: 800 · first AC: 2026-01-07 · C# 13 (first AC) · Tags: greedy, implementation, two pointers  
[gopal.thecoder's solution](#)

**94.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2026-01-02 · C# 13 (first AC) · Tags: number theory  
[gopal.thecoder's solution](#)

**95.**

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2026-01-02 · C# 13 (first AC) · Tags: binary search, brute force, implementation, math

[gopal.thecoder's solution](#)

**96.**

155A

[I love %username% · Tutorial](#)

Quality: 93,664 global accepts · Rating: 800 · first AC: 2026-01-02 · C# 13 (first AC) · Tags: brute force

[gopal.thecoder's solution](#)

**97.**

151A

[Soft Drinking · Tutorial](#)

Quality: 94,777 global accepts · Rating: 800 · first AC: 2026-01-02 · C# 13 (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**98.**

1703A

[YES or YES? · Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2026-01-01 · C# 13 (first AC) · Tags: brute force, implementation, strings

[gopal.thecoder's solution](#)

**99.**

732A

[Buy a Shovel · Tutorial](#)

Quality: 88,832 global accepts · Rating: 800 · first AC: 2025-12-31 · C# 13 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[gopal.thecoder's solution](#)

**100.**

427A

[Police Recruits · Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2025-12-31 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**101.**

723A

[The New Year: Meeting Friends · Tutorial](#)

Quality: 100,712 global accepts · Rating: 800 · first AC: 2025-12-31 · C# 13 (first AC) · Tags: implementation, math, sortings

[gopal.thecoder's solution](#)

**102.**

1742A

[Sum · Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2025-12-31 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**103.**

141A

[Amusing Joke · Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[gopal.thecoder's solution](#)

**104.**

1352A

[Sum of Round Numbers · Tutorial](#)

Quality: 104,114 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**105.**

1335A

[Candies and Two Sisters · Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**106.**

2182B

[New Year Cake · Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[gopal.thecoder's solution](#)

**107.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: brute force

[gopal.thecoder's solution](#)

**108.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,911 global accepts · Rating: 800 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**109.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,043 global accepts · Rating: 800 · first AC: 2025-12-28 · C# 13 (first AC) · Tags: constructive algorithms, implementation

[gopal.thecoder's solution](#)

**110.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,949 global accepts · Rating: 800 · first AC: 2025-12-28 · C# 13 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**111.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2025-12-28 · C# 13 (first AC) · Tags: constructive algorithms, implementation, math

[gopal.thecoder's solution](#)

**112.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,364 global accepts · Rating: 800 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: dp, greedy

[gopal.thecoder's solution](#)

**113.**

144A

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

Quality: 121,403 global accepts · Rating: 800 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**114.**

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,197 global accepts · Rating: 800 · first AC: 2025-12-26 · C# 13 (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

**115.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,525 global accepts · Rating: 800 · first AC: 2025-12-26 · C# 13 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**116.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2025-12-25 · C# 13 (first AC) · Tags: math

[gopal.thecoder's solution](#)

**117.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,086 global accepts · Rating: 800 · first AC: 2025-12-25 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**118.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,207 global accepts · Rating: 800 · first AC: 2025-12-24 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**119.**

228A

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

Quality: 139,808 global accepts · Rating: 800 · first AC: 2025-12-24 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**120.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,524 global accepts · Rating: 800 · first AC: 2025-12-24 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**121.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,416 global accepts · Rating: 800 · first AC: 2025-12-24 · C# 13 (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**122.**

2179B

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

Quality: 28,337 global accepts · Rating: 800 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: dp, greedy, implementation

[gopal.thecoder's solution](#)

**123.**

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: math, strings

[gopal.thecoder's solution](#)

**124.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,327 global accepts · Rating: 800 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**125.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,139 global accepts · Rating: 800 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**126.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,936 global accepts · Rating: 800 · first AC: 2025-12-22 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**127.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,078 global accepts · Rating: 800 · first AC: 2025-12-22 · C# 13 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[gopal.thecoder's solution](#)

**128.**

1030A

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

Quality: 171,455 global accepts · Rating: 800 · first AC: 2025-12-21 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**129.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2025-12-21 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**130.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,729 global accepts · Rating: 800 · first AC: 2025-12-21 · C# 13 (first AC) · Tags: brute force

[gopal.thecoder's solution](#)

**131.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**132.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,437 global accepts · Rating: 800 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**133.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,519 global accepts · Rating: 800 · first AC: 2025-12-20 · Node.js (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**134.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,491 global accepts · Rating: 800 · first AC: 2025-12-19 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**135.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2025-12-18 · C# 13 (first AC) · Tags: implementation

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**136.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,914 global accepts · Rating: 800 · first AC: 2025-12-18 · C# 13 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**137.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,199 global accepts · Rating: 800 · first AC: 2025-12-18 · C# 13 (first AC) · Tags: brute force, implementation, math

[gopal.thecoder's solution](#)

**138.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,551 global accepts · Rating: 800 · first AC: 2025-12-17 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**139.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,122 global accepts · Rating: 800 · first AC: 2025-12-17 · C# 13 (first AC) · Tags: math

[gopal.thecoder's solution](#)

**140.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2025-12-16 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**141.**

281A

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Quality: 270,976 global accepts · Rating: 800 · first AC: 2025-12-16 · C# 13 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**142.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,340 global accepts · Rating: 800 · first AC: 2025-12-16 · C# 13 (first AC) · Tags: greedy, implementation, sortings, strings

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**143.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,019 global accepts · Rating: 800 · first AC: 2025-12-15 · C# 13 (first AC) · Tags: brute force, implementation, strings

[gopal.thecoder's solution](#)

**144.**

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2025-12-15 · C# 13 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**145.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,985 global accepts · Rating: 800 · first AC: 2025-12-14 · C# 13 (first AC) · Tags: implementation

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**146.**

50A

[Domino piling](#) · [Tutorial](#)

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[gopal.thecoder's solution](#)

**147.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,461 global accepts · Rating: 800 · first AC: 2025-12-14 · C# 13 (first AC) · Tags: \*special, implementation

[gopal.thecoder's solution](#)

**148.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,273 global accepts · Rating: 800 · first AC: 2025-12-13 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**149.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,247 global accepts · Rating: 800 · first AC: 2025-12-13 · C# 13 (first AC) · Tags: brute force, greedy

[gopal.thecoder's solution](#)

**150.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,241 global accepts · Rating: 800 · first AC: 2025-12-12 · C# 13 (first AC) · Tags: strings

[gopal.thecoder's solution](#)

**151.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2025-12-12 · C# 13 (first AC) · Tags: brute force, math

[gopal.thecoder's solution](#)

**152.**

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**153.**

2136B

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Quality: 20,930 global accepts · Rating: 900 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

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**154.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[gopal.thecoder's solution](#)

**155.**

2140B

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Quality: 22,132 global accepts · Rating: 900 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[gopal.thecoder's solution](#)

**156.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**157.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,140 global accepts · Rating: 900 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**158.**

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**159.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

**160.**

2166B

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Quality: 18,116 global accepts · Rating: 900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**161.**

2171B

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

Quality: 27,099 global accepts · Rating: 900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[gopal.thecoder's solution](#)

**162.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[gopal.thecoder's solution](#)

**163.**

2210B

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

Quality: 17,541 global accepts · Rating: 900 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
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**164.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 900 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings  
[gopal.thecoder's solution](#)

**165.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,377 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**166.**

2195B

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Quality: 24,855 global accepts · Rating: 900 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[gopal.thecoder's solution](#)

**167.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[gopal.thecoder's solution](#)

**168.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
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**169.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-01-18 · Python 3 (first AC) · Tags: implementation, sortings  
[gopal.thecoder's solution](#)

**170.**

34B

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Quality: 66,026 global accepts · Rating: 900 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
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**171.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**172.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,902 global accepts · Rating: 900 · first AC: 2026-01-01 · C# 13 (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**173.**

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: brute force, dp, implementation

[gopal.thecoder's solution](#)

**174.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2025-12-28 · C# 13 (first AC) · Tags: strings

[gopal.thecoder's solution](#)

**175.**

405A

[Gravity Flip](#) · [Tutorial](#)

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[gopal.thecoder's solution](#)

**176.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2025-12-25 · C# 13 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**177.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2025-12-24 · C# 13 (first AC) · Tags: math

[gopal.thecoder's solution](#)

**178.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2025-12-24 · C# 13 (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**179.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,643 global accepts · Rating: 900 · first AC: 2025-12-19 · Python 3 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**180.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**181.**

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[gopal.thecoder's solution](#)

**182.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[gopal.thecoder's solution](#)

**183.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[gopal.thecoder's solution](#)

**184.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,548 global accepts · Rating: 1000 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

**185.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

**186.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[gopal.thecoder's solution](#)

**187.**

2217B

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

Quality: 16,051 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

**188.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,903 global accepts · Rating: 1000 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[gopal.thecoder's solution](#)

**189.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[gopal.thecoder's solution](#)

**190.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[gopal.thecoder's solution](#)

**191.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**192.**

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special

[gopal.thecoder's solution](#)

**193.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[gopal.thecoder's solution](#)

**194.**

2203B

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

Quality: 14,288 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[gopal.thecoder's solution](#)

**195.**

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**196.**

2192B

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Quality: 14,549 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[gopal.thecoder's solution](#)

**197.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[gopal.thecoder's solution](#)

**198.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**199.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[gopal.thecoder's solution](#)

**200.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[gopal.thecoder's solution](#)

**201.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**202.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**203.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-01-17 · Python 3 (first AC) · Tags: constructive algorithms, sortings  
[gopal.thecoder's solution](#)

**204.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[gopal.thecoder's solution](#)

**205.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[gopal.thecoder's solution](#)

**206.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[gopal.thecoder's solution](#)

**207.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[gopal.thecoder's solution](#)

**208.**

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[gopal.thecoder's solution](#)

**209.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[gopal.thecoder's solution](#)

**210.**

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[gopal.thecoder's solution](#)

**211.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,338 global accepts · Rating: 1000 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory  
[gopal.thecoder's solution](#)

**212.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,482 global accepts · Rating: 1000 · first AC: 2026-01-01 · C# 13 (first AC) · Tags: greedy, sortings  
[gopal.thecoder's solution](#)

**213.**

131A

[CAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2025-12-31 · C# 13 (first AC) · Tags: implementation, strings  
[gopal.thecoder's solution](#)

**214.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: brute force, math  
[gopal.thecoder's solution](#)

**215.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: brute force, number theory  
[gopal.thecoder's solution](#)

**216.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,988 global accepts · Rating: 1000 · first AC: 2025-12-22 · C# 13 (first AC) · Tags: greedy, strings  
[gopal.thecoder's solution](#)

**217.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2025-12-19 · C# 13 (first AC) · Tags: implementation, math  
[gopal.thecoder's solution](#)

**218.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,420 global accepts · Rating: 1000 · first AC: 2025-12-17 · C# 13 (first AC) · Tags: implementation, strings  
[gopal.thecoder's solution](#)

**219.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2025-12-14 · C# 13 (first AC) · Tags: math  
[gopal.thecoder's solution](#)

**220.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1100 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[gopal.thecoder's solution](#)

**221.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[gopal.thecoder's solution](#)

**222.**

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[gopal.thecoder's solution](#)

**223.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[gopal.thecoder's solution](#)

**224.**

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[gopal.thecoder's solution](#)

**225.**

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**226.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gopal.thecoder's solution](#)

**227.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

**228.**

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[gopal.thecoder's solution](#)

**229.**

2218D

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

Quality: 18,404 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gopal.thecoder's solution](#)

**230.**

2173B

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

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[gopal.thecoder's solution](#)

**231.**

2211B

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

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[gopal.thecoder's solution](#)

**232.**

2195C

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

Quality: 20,527 global accepts · Rating: 1100 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: dp, greedy

[gopal.thecoder's solution](#)

**233.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[gopal.thecoder's solution](#)

**234.**

1807G2

[Subsequence Addition \(Hard Version\) · Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[gopal.thecoder's solution](#)

**235.**

227B

[Effective Approach · Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2026-02-28 · Java 21 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**236.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**237.**

1923B

[Monsters Attack! · Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[gopal.thecoder's solution](#)

**238.**

1899B

[250 Thousand Tons of TNT · Tutorial](#)

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory

[gopal.thecoder's solution](#)

**239.**

2197B

[Array and Permutation · Tutorial](#)

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[gopal.thecoder's solution](#)

**240.**

2096B

[Wonderful Gloves · Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[gopal.thecoder's solution](#)

**241.**

792A

[New Bus Route · Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[gopal.thecoder's solution](#)

**242.**

2193D

[Monster Game · Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[gopal.thecoder's solution](#)

**243.**

2131C

[Make it Equal · Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[gopal.thecoder's solution](#)

**244.**

1820B

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

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings, two pointers  
[gopal.thecoder's solution](#)

**245.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math  
[gopal.thecoder's solution](#)

**246.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers  
[gopal.thecoder's solution](#)

**247.**

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[gopal.thecoder's solution](#)

**248.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[gopal.thecoder's solution](#)

**249.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, trees  
[gopal.thecoder's solution](#)

**250.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings  
[gopal.thecoder's solution](#)

**251.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,284 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings  
[gopal.thecoder's solution](#)

**252.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[gopal.thecoder's solution](#)

**253.**

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[gopal.thecoder's solution](#)

**254.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)

**255.**

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[gopal.thecoder's solution](#)

**256.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[gopal.thecoder's solution](#)

**257.**

2179C

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

Quality: 22,298 global accepts · Rating: 1100 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings  
[gopal.thecoder's solution](#)

**258.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[gopal.thecoder's solution](#)

**259.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation  
[gopal.thecoder's solution](#)

**260.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)

**261.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[gopal.thecoder's solution](#)

**262.**

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[gopal.thecoder's solution](#)

**263.**

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[gopal.thecoder's solution](#)

**264.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, greedy  
[gopal.thecoder's solution](#)

**265.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers  
[gopal.thecoder's solution](#)

**266.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,351 global accepts · Rating: 1200 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[gopal.thecoder's solution](#)

**267.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[gopal.thecoder's solution](#)

**268.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[gopal.thecoder's solution](#)

**269.**

2218E

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

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force  
[gopal.thecoder's solution](#)

**270.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[gopal.thecoder's solution](#)

**271.**

2210C1

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

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[gopal.thecoder's solution](#)

**272.**

2170B

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

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)

**273.**

2174A

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

Quality: 14,301 global accepts · Rating: 1200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[gopal.thecoder's solution](#)

**274.**

2202B

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

Quality: 11,143 global accepts · Rating: 1200 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[gopal.thecoder's solution](#)

**275.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings  
[gopal.thecoder's solution](#)

**276.**

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[gopal.thecoder's solution](#)

**277.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search  
[gopal.thecoder's solution](#)

**278.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[gopal.thecoder's solution](#)

**279.**

1848B

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

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[gopal.thecoder's solution](#)

**280.**

2197C

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

Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[gopal.thecoder's solution](#)

**281.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,862 global accepts · Rating: 1200 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings  
[gopal.thecoder's solution](#)

**282.**

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[gopal.thecoder's solution](#)

**283.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[gopal.thecoder's solution](#)

**284.**

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing, strings

[gopal.thecoder's solution](#)

**285.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[gopal.thecoder's solution](#)

**286.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**287.**

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[gopal.thecoder's solution](#)

**288.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[gopal.thecoder's solution](#)

**289.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[gopal.thecoder's solution](#)

**290.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[gopal.thecoder's solution](#)

**291.**

2189B

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

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**292.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[gopal.thecoder's solution](#)

**293.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**294.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[gopal.thecoder's solution](#)

**295.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[gopal.thecoder's solution](#)

**296.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[gopal.thecoder's solution](#)

**297.**

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**298.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[gopal.thecoder's solution](#)

**299.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**300.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[gopal.thecoder's solution](#)

**301.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[gopal.thecoder's solution](#)

**302.**

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**303.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[gopal.thecoder's solution](#)

**304.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[gopal.thecoder's solution](#)

**305.**

2182C

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

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2025-12-29 · last AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[gopal.thecoder's solution](#)

**306.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2026-01-02 · C# 13 (first AC) · Tags: binary search, implementation, math, sortings

[gopal.thecoder's solution](#)

**307.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[gopal.thecoder's solution](#)

**308.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gopal.thecoder's solution](#)

**309.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**310.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[gopal.thecoder's solution](#)

**311.**

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[gopal.thecoder's solution](#)

**312.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[gopal.thecoder's solution](#)

**313.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,401 global accepts · Rating: 1300 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[gopal.thecoder's solution](#)

**314.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[gopal.thecoder's solution](#)

**315.**

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 1300 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[gopal.thecoder's solution](#)

**316.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[gopal.thecoder's solution](#)

**317.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[gopal.thecoder's solution](#)

**318.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[gopal.thecoder's solution](#)

**319.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

**320.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,247 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[gopal.thecoder's solution](#)

**321.**

2211C1

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

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[gopal.thecoder's solution](#)

**322.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[gopal.thecoder's solution](#)

**323.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: math

[gopal.thecoder's solution](#)

**324.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[gopal.thecoder's solution](#)

**325.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[gopal.thecoder's solution](#)

**326.**

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[gopal.thecoder's solution](#)

**327.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[gopal.thecoder's solution](#)

**328.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[gopal.thecoder's solution](#)

**329.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2026-03-04 · Python 3 (first AC) · Tags: implementation, sortings

[gopal.thecoder's solution](#)

**330.**

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[gopal.thecoder's solution](#)

**331.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[gopal.thecoder's solution](#)

**332.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**333.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[gopal.thecoder's solution](#)

**334.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[gopal.thecoder's solution](#)

**335.**

2202C1

[Lost Civilization \(Easy Version\) · Tutorial](#)

Rating: 1300 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[gopal.thecoder's solution](#)

**336.**

2192C

[All-in-one Gun · Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[gopal.thecoder's solution](#)

**337.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality · Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[gopal.thecoder's solution](#)

**338.**

1991C

[Absolute Zero · Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2026-02-17 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**339.**

1669H

[Maximal AND · Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[gopal.thecoder's solution](#)

**340.**

2172M

[Maximum Distance To Port · Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[gopal.thecoder's solution](#)

**341.**

1216D

[Swords · Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**342.**

2194C

[Secret message · Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[gopal.thecoder's solution](#)

**343.**

2176C

[Odd Process · Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**344.**

1294C

[Product of Three Numbers · Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[gopal.thecoder's solution](#)

**345.**

1534C

[Little Alawn's Puzzle · Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu,

graphs, math

[gopal.thecoder's solution](#)

**346.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[gopal.thecoder's solution](#)

**347.**

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**348.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[gopal.thecoder's solution](#)

**349.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,201 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[gopal.thecoder's solution](#)

**350.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[gopal.thecoder's solution](#)

**351.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2026-01-23 · Python 3 (first AC) · Tags: —

[gopal.thecoder's solution](#)

**352.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[gopal.thecoder's solution](#)

**353.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[gopal.thecoder's solution](#)

**354.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[gopal.thecoder's solution](#)

**355.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings,

two pointers

[gopal.thecoder's solution](#)

**356.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[gopal.thecoder's solution](#)

**357.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[gopal.thecoder's solution](#)

**358.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, greedy, sortings

[gopal.thecoder's solution](#)

**359.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[gopal.thecoder's solution](#)

**360.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[gopal.thecoder's solution](#)

**361.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**362.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[gopal.thecoder's solution](#)

**363.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings, trees

[gopal.thecoder's solution](#)

**364.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[gopal.thecoder's solution](#)

**365.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-07 · Python 3 (first AC) · Tags: binary search, math, strings

[gopal.thecoder's solution](#)

**366.**

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[gopal.thecoder's solution](#)

**367.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2026-01-01 · C# 13 (first AC) · Tags: binary search, implementation, math, number theory

[gopal.thecoder's solution](#)

**368.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[gopal.thecoder's solution](#)

**369.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,142 global accepts · Rating: 1300 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: data structures, hashing, implementation

[gopal.thecoder's solution](#)

**370.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[gopal.thecoder's solution](#)

**371.**

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[gopal.thecoder's solution](#)

**372.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[gopal.thecoder's solution](#)

**373.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[gopal.thecoder's solution](#)

**374.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[gopal.thecoder's solution](#)

**375.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1400 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, number theory

[gopal.thecoder's solution](#)

**376.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,681 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[gopal.thecoder's solution](#)

**377.**

2190B1

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

Quality: 10,672 global accepts · Rating: 1400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[gopal.thecoder's solution](#)

**378.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gopal.thecoder's solution](#)

**379.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[gopal.thecoder's solution](#)

**380.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[gopal.thecoder's solution](#)

**381.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[gopal.thecoder's solution](#)

**382.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[gopal.thecoder's solution](#)

**383.**

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math

[gopal.thecoder's solution](#)

**384.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[gopal.thecoder's solution](#)

**385.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2026-03-04 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[gopal.thecoder's solution](#)

**386.**

1800E1

[Unforgivable Course \(easy version\) · Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[gopal.thecoder's solution](#)

**387.**

1201C

[Maximum Median · Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: binary search, greedy, math, sortings

[gopal.thecoder's solution](#)

**388.**

1923C

[Find B · Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

**389.**

1903C

[Theofanis' Nightmare · Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

**390.**

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, strings

[gopal.thecoder's solution](#)

**391.**

1374D

[Zero Remainder Array · Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings, two pointers

[gopal.thecoder's solution](#)

**392.**

1513B

[AND Sequences · Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[gopal.thecoder's solution](#)

**393.**

363C

[Fixing Typos · Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[gopal.thecoder's solution](#)

**394.**

816B

[Karen and Coffee · Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[gopal.thecoder's solution](#)

**395.**

279B

[Books · Tutorial](#)

Quality: 72,427 global accepts · Rating: 1400 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers

[gopal.thecoder's solution](#)

**396.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs  
[gopal.thecoder's solution](#)

**397.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2026-02-04 · Python 3 (first AC) · Tags: binary search, brute force, math  
[gopal.thecoder's solution](#)

**398.**

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory  
[gopal.thecoder's solution](#)

**399.**

2171C2

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

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy  
[gopal.thecoder's solution](#)

**400.**

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation  
[gopal.thecoder's solution](#)

**401.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math  
[gopal.thecoder's solution](#)

**402.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2026-01-18 · last AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation  
[gopal.thecoder's solution](#)

**403.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: implementation, math  
[gopal.thecoder's solution](#)

**404.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,265 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[gopal.thecoder's solution](#)

**405.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,728 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings  
[gopal.thecoder's solution](#)

**406.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy  
[gopal.thecoder's solution](#)

**407.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, trees  
[gopal.thecoder's solution](#)

**408.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees  
[gopal.thecoder's solution](#)

**409.**

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**410.**

1825C

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

Rating: 1400 · first AC: 2026-01-08 · Java 21 (first AC) · Tags: greedy, sortings  
[gopal.thecoder's solution](#)

**411.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[gopal.thecoder's solution](#)

**412.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2026-01-06 · Python 3 (first AC) · Tags: graphs, interactive  
[gopal.thecoder's solution](#)

**413.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[gopal.thecoder's solution](#)

**414.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[gopal.thecoder's solution](#)

**415.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[gopal.thecoder's solution](#)

**416.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2026-01-03 · Java 21 (first AC) · Tags: binary search, interactive

[gopal.thecoder's solution](#)

**417.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[gopal.thecoder's solution](#)

**418.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[gopal.thecoder's solution](#)

**419.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[gopal.thecoder's solution](#)

**420.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[gopal.thecoder's solution](#)

**421.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[gopal.thecoder's solution](#)

**422.**

2218F

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

Quality: 7,265 global accepts · Rating: 1500 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[gopal.thecoder's solution](#)

**423.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[gopal.thecoder's solution](#)

**424.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[gopal.thecoder's solution](#)

**425.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[gopal.thecoder's solution](#)

**426.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[gopal.thecoder's solution](#)

**427.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**428.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[gopal.thecoder's solution](#)

**429.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[gopal.thecoder's solution](#)

**430.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,730 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**431.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[gopal.thecoder's solution](#)

**432.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[gopal.thecoder's solution](#)

**433.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[gopal.thecoder's solution](#)

**434.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[gopal.thecoder's solution](#)

**435.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[gopal.thecoder's solution](#)

**436.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[gopal.thecoder's solution](#)

**437.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**438.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[gopal.thecoder's solution](#)

**439.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gopal.thecoder's solution](#)

**440.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,975 global accepts · Rating: 1500 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**441.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[gopal.thecoder's solution](#)

**442.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[gopal.thecoder's solution](#)

**443.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[gopal.thecoder's solution](#)

**444.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[gopal.thecoder's solution](#)

**445.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,655 global accepts · Rating: 1500 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[gopal.thecoder's solution](#)

**446.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2026-02-04 · PyPy 3-64 (first AC) · Tags: dp, number theory

[gopal.thecoder's solution](#)

**447.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, shortest paths

[gopal.thecoder's solution](#)

**448.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[gopal.thecoder's solution](#)

**449.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[gopal.thecoder's solution](#)

**450.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**451.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2026-01-23 · Python 3 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[gopal.thecoder's solution](#)

**452.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, shortest paths

[gopal.thecoder's solution](#)

**453.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[gopal.thecoder's solution](#)

**454.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**455.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp

[gopal.thecoder's solution](#)

**456.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, trees

[gopal.thecoder's solution](#)

**457.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[gopal.thecoder's solution](#)

**458.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, strings, two pointers

[gopal.thecoder's solution](#)

**459.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[gopal.thecoder's solution](#)

**460.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,958 global accepts · Rating: 1500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[gopal.thecoder's solution](#)

**461.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[gopal.thecoder's solution](#)

**462.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[gopal.thecoder's solution](#)

**463.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[gopal.thecoder's solution](#)

**464.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2026-01-04 · Java 21 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[gopal.thecoder's solution](#)

**465.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[gopal.thecoder's solution](#)

**466.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[gopal.thecoder's solution](#)

**467.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[gopal.thecoder's solution](#)

**468.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[gopal.thecoder's solution](#)

**469.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[gopal.thecoder's solution](#)

**470.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[gopal.thecoder's solution](#)

**471.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[gopal.thecoder's solution](#)

**472.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[gopal.thecoder's solution](#)

**473.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[gopal.thecoder's solution](#)

**474.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[gopal.thecoder's solution](#)

**475.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[gopal.thecoder's solution](#)

**476.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[gopal.thecoder's solution](#)

**477.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,807 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[gopal.thecoder's solution](#)

**478.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[gopal.thecoder's solution](#)

**479.**

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, constructive algorithms, greedy

[gopal.thecoder's solution](#)

**480.**

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2026-03-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings

[gopal.thecoder's solution](#)

**481.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[gopal.thecoder's solution](#)

**482.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2026-02-28 · Python 3 (first AC) · Tags: math

[gopal.thecoder's solution](#)

**483.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**484.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[gopal.thecoder's solution](#)

**485.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[gopal.thecoder's solution](#)

**486.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[gopal.thecoder's solution](#)

**487.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[gopal.thecoder's solution](#)

**488.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[gopal.thecoder's solution](#)

**489.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[gopal.thecoder's solution](#)

**490.**

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[gopal.thecoder's solution](#)

**491.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[gopal.thecoder's solution](#)

**492.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[gopal.thecoder's solution](#)

**493.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**494.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[gopal.thecoder's solution](#)

**495.**

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[gopal.thecoder's solution](#)

**496.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs  
[gopal.thecoder's solution](#)

**497.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2026-01-27 · Python 3 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[gopal.thecoder's solution](#)

**498.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,458 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[gopal.thecoder's solution](#)

**499.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force  
[gopal.thecoder's solution](#)

**500.**

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[gopal.thecoder's solution](#)

**501.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation  
[gopal.thecoder's solution](#)

**502.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[gopal.thecoder's solution](#)

**503.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2026-01-18 · Python 3 (first AC) · Tags: data structures, math, number theory  
[gopal.thecoder's solution](#)

**504.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[gopal.thecoder's solution](#)

**505.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp  
[gopal.thecoder's solution](#)

**506.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[gopal.thecoder's solution](#)

**507.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2026-01-13 · Python 3 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[gopal.thecoder's solution](#)

**508.**

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules  
[gopal.thecoder's solution](#)

**509.**

2167G

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

Quality: 11,016 global accepts · Rating: 1600 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[gopal.thecoder's solution](#)

**510.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2026-01-08 · Java 21 (first AC) · Tags: brute force, implementation, math, two pointers  
[gopal.thecoder's solution](#)

**511.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2026-01-08 · Java 21 (first AC) · Tags: bitmasks, math  
[gopal.thecoder's solution](#)

**512.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2026-01-04 · Python 3 (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[gopal.thecoder's solution](#)

**513.**

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search  
[gopal.thecoder's solution](#)

**514.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[gopal.thecoder's solution](#)

**515.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[gopal.thecoder's solution](#)

**516.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[gopal.thecoder's solution](#)

**517.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive  
[gopal.thecoder's solution](#)

**518.**

2216C

[Interval Mod](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**519.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[gopal.thecoder's solution](#)

**520.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[gopal.thecoder's solution](#)

**521.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[gopal.thecoder's solution](#)

**522.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math  
[gopal.thecoder's solution](#)

**523.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[gopal.thecoder's solution](#)

**524.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[gopal.thecoder's solution](#)

**525.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy  
[gopal.thecoder's solution](#)

**526.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[gopal.thecoder's solution](#)

**527.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[gopal.thecoder's solution](#)

**528.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[gopal.thecoder's solution](#)

**529.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[gopal.thecoder's solution](#)

**530.**

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2026-03-02 · PyPy 3-64 (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**531.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-26 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[gopal.thecoder's solution](#)

**532.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[gopal.thecoder's solution](#)

**533.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[gopal.thecoder's solution](#)

**534.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[gopal.thecoder's solution](#)

**535.**

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy

[gopal.thecoder's solution](#)

**536.**

2202D

[Recollect Numbers](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[gopal.thecoder's solution](#)

**537.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[gopal.thecoder's solution](#)

**538.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: brute force, strings, two pointers  
[gopal.thecoder's solution](#)

**539.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, trees  
[gopal.thecoder's solution](#)

**540.**

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[gopal.thecoder's solution](#)

**541.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math  
[gopal.thecoder's solution](#)

**542.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[gopal.thecoder's solution](#)

**543.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2026-02-05 · Java 21 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[gopal.thecoder's solution](#)

**544.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[gopal.thecoder's solution](#)

**545.**

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special  
[gopal.thecoder's solution](#)

**546.**

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[gopal.thecoder's solution](#)

**547.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[gopal.thecoder's solution](#)

**548.**

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[gopal.thecoder's solution](#)

**549.**

2041D

[Drunken Maze · Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[gopal.thecoder's solution](#)

**550.**

1826D

[Running Miles · Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[gopal.thecoder's solution](#)

**551.**

2185F

[BattleCows · Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[gopal.thecoder's solution](#)

**552.**

474D

[Flowers · Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**553.**

685A

[Robbers' watch · Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math

[gopal.thecoder's solution](#)

**554.**

219D

[Choosing Capital for Treeland · Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gopal.thecoder's solution](#)

**555.**

1219C

[Periodic integer number · Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

**556.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[gopal.thecoder's solution](#)

**557.**

1325D

[Ehab the Xorcist · Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2026-01-15 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[gopal.thecoder's solution](#)

**558.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[gopal.thecoder's solution](#)

**559.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[gopal.thecoder's solution](#)

**560.**

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[gopal.thecoder's solution](#)

**561.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[gopal.thecoder's solution](#)

**562.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs

[gopal.thecoder's solution](#)

**563.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[gopal.thecoder's solution](#)

**564.**

2139E1

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

Rating: 1800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[gopal.thecoder's solution](#)

**565.**

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, greedy, math

[gopal.thecoder's solution](#)

**566.**

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, brute force

[gopal.thecoder's solution](#)

**567.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

sortings

[gopal.thecoder's solution](#)

**568.**

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[gopal.thecoder's solution](#)

**569.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[gopal.thecoder's solution](#)

**570.**

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[gopal.thecoder's solution](#)

**571.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[gopal.thecoder's solution](#)

**572.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[gopal.thecoder's solution](#)

**573.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**574.**

2218G

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

Quality: 3,618 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[gopal.thecoder's solution](#)

**575.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[gopal.thecoder's solution](#)

**576.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[gopal.thecoder's solution](#)

**577.**

2211C2

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

Quality: 3,673 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[gopal.thecoder's solution](#)

**578.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

**579.**

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[gopal.thecoder's solution](#)

**580.**

2204E

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

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[gopal.thecoder's solution](#)

**581.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[gopal.thecoder's solution](#)

**582.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[gopal.thecoder's solution](#)

**583.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[gopal.thecoder's solution](#)

**584.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[gopal.thecoder's solution](#)

**585.**

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, math

[gopal.thecoder's solution](#)

**586.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[gopal.thecoder's solution](#)

**587.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, probabilities

[gopal.thecoder's solution](#)

**588.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**589.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[gopal.thecoder's solution](#)

**590.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[gopal.thecoder's solution](#)

**591.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[gopal.thecoder's solution](#)

**592.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[gopal.thecoder's solution](#)

**593.**

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[gopal.thecoder's solution](#)

**594.**

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[gopal.thecoder's solution](#)

**595.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**596.**

2197E1

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

Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[gopal.thecoder's solution](#)

**597.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[gopal.thecoder's solution](#)

**598.**

580D

[Kefa and Dishes](#) · Tutorial

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[gopal.thecoder's solution](#)

**599.**

1852B

[Imbalanced Arrays](#) · Tutorial

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[gopal.thecoder's solution](#)

**600.**

2188D

[Shortest Statement Ever](#) · Tutorial

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[gopal.thecoder's solution](#)

**601.**

1648B

[Integral Array](#) · Tutorial

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[gopal.thecoder's solution](#)

**602.**

2189C2

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

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[gopal.thecoder's solution](#)

**603.**

675D

[Tree Construction](#) · Tutorial

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2026-01-23 · Python 3 (first AC) · Tags: data structures, trees

[gopal.thecoder's solution](#)

**604.**

2144D

[Price Tags](#) · Tutorial

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[gopal.thecoder's solution](#)

**605.**

2185G

[Mixing MEXes](#) · Tutorial

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[gopal.thecoder's solution](#)

**606.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[gopal.thecoder's solution](#)

**607.**

33B

[String Problem](#) · Tutorial

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[gopal.thecoder's solution](#)

**608.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[gopal.thecoder's solution](#)

**609.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[gopal.thecoder's solution](#)

**610.**

2179E

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

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[gopal.thecoder's solution](#)

**611.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math

[gopal.thecoder's solution](#)

**612.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**613.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[gopal.thecoder's solution](#)

**614.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gopal.thecoder's solution](#)

**615.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[gopal.thecoder's solution](#)

**616.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[gopal.thecoder's solution](#)

**617.**

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[gopal.thecoder's solution](#)

**618.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[gopal.thecoder's solution](#)

**619.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[gopal.thecoder's solution](#)

**620.**

2217D

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

Quality: 3,334 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[gopal.thecoder's solution](#)

**621.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[gopal.thecoder's solution](#)

**622.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[gopal.thecoder's solution](#)

**623.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[gopal.thecoder's solution](#)

**624.**

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[gopal.thecoder's solution](#)

**625.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[gopal.thecoder's solution](#)

**626.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[gopal.thecoder's solution](#)

**627.**

378D

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

Rating: 1900 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[gopal.thecoder's solution](#)

**628.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[gopal.thecoder's solution](#)

**629.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)

**630.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[gopal.thecoder's solution](#)

**631.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees  
[gopal.thecoder's solution](#)

**632.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[gopal.thecoder's solution](#)

**633.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers  
[gopal.thecoder's solution](#)

**634.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[gopal.thecoder's solution](#)

**635.**

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp  
[gopal.thecoder's solution](#)

**636.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math  
[gopal.thecoder's solution](#)

**637.**

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[gopal.thecoder's solution](#)

**638.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gopal.thecoder's solution](#)

**639.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[gopal.thecoder's solution](#)

**640.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**641.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[gopal.thecoder's solution](#)

**642.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[gopal.thecoder's solution](#)

**643.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[gopal.thecoder's solution](#)

**644.**

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, sortings

[gopal.thecoder's solution](#)

**645.**

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[gopal.thecoder's solution](#)

**646.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[gopal.thecoder's solution](#)

**647.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gopal.thecoder's solution](#)

**648.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[gopal.thecoder's solution](#)

**649.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gopal.thecoder's solution](#)

**650.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[gopal.thecoder's solution](#)

**651.**

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[gopal.thecoder's solution](#)

**652.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[gopal.thecoder's solution](#)

**653.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[gopal.thecoder's solution](#)

**654.**

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: implementation

[gopal.thecoder's solution](#)

**655.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[gopal.thecoder's solution](#)

**656.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[gopal.thecoder's solution](#)

**657.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[gopal.thecoder's solution](#)

**658.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**659.**

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[gopal.thecoder's solution](#)

**660.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[gopal.thecoder's solution](#)

**661.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[gopal.thecoder's solution](#)

**662.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**663.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gopal.thecoder's solution](#)

**664.**

2139E2

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

Rating: 2000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[gopal.thecoder's solution](#)

**665.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[gopal.thecoder's solution](#)

**666.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[gopal.thecoder's solution](#)

**667.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[gopal.thecoder's solution](#)

**668.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[gopal.thecoder's solution](#)

**669.**

2216D

[RReepppeettiitiiioonn](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory

[gopal.thecoder's solution](#)

**670.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[gopal.thecoder's solution](#)

**671.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[gopal.thecoder's solution](#)

**672.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[gopal.thecoder's solution](#)

**673.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[gopal.thecoder's solution](#)

**674.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[gopal.thecoder's solution](#)

**675.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[gopal.thecoder's solution](#)

**676.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[gopal.thecoder's solution](#)

**677.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[gopal.thecoder's solution](#)

**678.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[gopal.thecoder's solution](#)

**679.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, number theory

[gopal.thecoder's solution](#)

**680.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, sortings

[gopal.thecoder's solution](#)

**681.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[gopal.thecoder's solution](#)

**682.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[gopal.thecoder's solution](#)

**683.**

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, combinatorics, math

[gopal.thecoder's solution](#)

**684.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[gopal.thecoder's solution](#)

**685.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[gopal.thecoder's solution](#)

**686.**

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-19 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[gopal.thecoder's solution](#)

**687.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[gopal.thecoder's solution](#)

**688.**

361D

[Levko and Array](#) · Tutorial

Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp  
[gopal.thecoder's solution](#)

**689.**

2179F

[Blackslex and Another RGB Walking](#) · Tutorial

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees  
[gopal.thecoder's solution](#)

**690.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · Tutorial

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[gopal.thecoder's solution](#)

**691.**

2197E2

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

Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[gopal.thecoder's solution](#)

**692.**

1682D

[Circular Spanning Tree](#) · Tutorial

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees  
[gopal.thecoder's solution](#)

**693.**

895C

[Square Subsets](#) · Tutorial

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[gopal.thecoder's solution](#)

**694.**

1763C

[Another Array Problem](#) · Tutorial

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy  
[gopal.thecoder's solution](#)

**695.**

1416B

[Make Them Equal](#) · Tutorial

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[gopal.thecoder's solution](#)

**696.**

2131G

[Wafu!](#) · Tutorial

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math  
[gopal.thecoder's solution](#)

**697.**

893E

[Counting Arrays](#) · Tutorial

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[gopal.thecoder's solution](#)

**698.**

2B

[The least round way](#) · Tutorial

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[gopal.thecoder's solution](#)

**699.**

1891F

[A Growing Tree](#) · Tutorial

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[gopal.thecoder's solution](#)

**700.**

2172I

[Birthday](#) · Tutorial

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[gopal.thecoder's solution](#)

**701.**

468B

[Two Sets](#) · Tutorial

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[gopal.thecoder's solution](#)

**702.**

2124E

[Make it Zero](#) · Tutorial

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**703.**

2141E

[Perfect Cut](#) · Tutorial

Quality: 257 global accepts · Rating: 2100 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, dp, greedy

[gopal.thecoder's solution](#)

**704.**

2152E

[Monotone Subsequence](#) · Tutorial

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[gopal.thecoder's solution](#)

**705.**

2145E

[Predicting Popularity](#) · Tutorial

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[gopal.thecoder's solution](#)

**706.**

2159B

[Rectangles](#) · Tutorial

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[gopal.thecoder's solution](#)

**707.**

2162F

[Beautiful Intervals](#) · Tutorial

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[gopal.thecoder's solution](#)

## 708.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[gopal.thecoder's solution](#)

## 709.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[gopal.thecoder's solution](#)

## 710.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[gopal.thecoder's solution](#)

## 711.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[gopal.thecoder's solution](#)

## 712.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[gopal.thecoder's solution](#)

## 713.

2210C2

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

Quality: 2,153 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[gopal.thecoder's solution](#)

## 714.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[gopal.thecoder's solution](#)

## 715.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[gopal.thecoder's solution](#)

## 716.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, trees, two pointers

[gopal.thecoder's solution](#)

## 717.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[gopal.thecoder's solution](#)

**718.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[gopal.thecoder's solution](#)

**719.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[gopal.thecoder's solution](#)

**720.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[gopal.thecoder's solution](#)

**721.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[gopal.thecoder's solution](#)

**722.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**723.**

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[gopal.thecoder's solution](#)

**724.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[gopal.thecoder's solution](#)

**725.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[gopal.thecoder's solution](#)

**726.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[gopal.thecoder's solution](#)

**727.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[gopal.thecoder's solution](#)

**728.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[gopal.thecoder's solution](#)

**729.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[gopal.thecoder's solution](#)

**730.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, trees  
[gopal.thecoder's solution](#)

**731.**

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[gopal.thecoder's solution](#)

**732.**

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, binary search, greedy  
[gopal.thecoder's solution](#)

**733.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[gopal.thecoder's solution](#)

**734.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings  
[gopal.thecoder's solution](#)

**735.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees  
[gopal.thecoder's solution](#)

**736.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities  
[gopal.thecoder's solution](#)

**737.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[gopal.thecoder's solution](#)

**738.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[gopal.thecoder's solution](#)

**739.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[gopal.thecoder's solution](#)

**740.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2026-02-09 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math

[gopal.thecoder's solution](#)

**741.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[gopal.thecoder's solution](#)

**742.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[gopal.thecoder's solution](#)

**743.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[gopal.thecoder's solution](#)

**744.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gopal.thecoder's solution](#)

**745.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[gopal.thecoder's solution](#)

**746.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[gopal.thecoder's solution](#)

**747.**

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, greedy  
[gopal.thecoder's solution](#)

**748.**

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers  
[gopal.thecoder's solution](#)

**749.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[gopal.thecoder's solution](#)

**750.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees  
[gopal.thecoder's solution](#)

**751.**

2216E

[Oriented Journey](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive  
[gopal.thecoder's solution](#)

**752.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[gopal.thecoder's solution](#)

**753.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings  
[gopal.thecoder's solution](#)

**754.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[gopal.thecoder's solution](#)

**755.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar  
[gopal.thecoder's solution](#)

**756.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings  
[gopal.thecoder's solution](#)

**757.**

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[gopal.thecoder's solution](#)

**758.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[gopal.thecoder's solution](#)

**759.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[gopal.thecoder's solution](#)

**760.**

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[gopal.thecoder's solution](#)

**761.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[gopal.thecoder's solution](#)

**762.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[gopal.thecoder's solution](#)

**763.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[gopal.thecoder's solution](#)

**764.**

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[gopal.thecoder's solution](#)

**765.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[gopal.thecoder's solution](#)

**766.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[gopal.thecoder's solution](#)

**767.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[gopal.thecoder's solution](#)

**768.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[gopal.thecoder's solution](#)

**769.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[gopal.thecoder's solution](#)

**770.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[gopal.thecoder's solution](#)

**771.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[gopal.thecoder's solution](#)

**772.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[gopal.thecoder's solution](#)

**773.**

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[gopal.thecoder's solution](#)

**774.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[gopal.thecoder's solution](#)

**775.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, interactive

[gopal.thecoder's solution](#)

**776.**

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[gopal.thecoder's solution](#)

**777.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[gopal.thecoder's solution](#)

**778.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[gopal.thecoder's solution](#)

**779.**

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, sortings

[gopal.thecoder's solution](#)

**780.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[gopal.thecoder's solution](#)

**781.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[gopal.thecoder's solution](#)

**782.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[gopal.thecoder's solution](#)

**783.**

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[gopal.thecoder's solution](#)

**784.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[gopal.thecoder's solution](#)

**785.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[gopal.thecoder's solution](#)

**786.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2026-01-06 · Java 21 (first AC) · Tags: combinatorics, dp, probabilities  
[gopal.thecoder's solution](#)

**787.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs  
[gopal.thecoder's solution](#)

**788.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive  
[gopal.thecoder's solution](#)

**789.**

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[gopal.thecoder's solution](#)

**790.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees  
[gopal.thecoder's solution](#)

**791.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[gopal.thecoder's solution](#)

**792.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[gopal.thecoder's solution](#)

**793.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math  
[gopal.thecoder's solution](#)

**794.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[gopal.thecoder's solution](#)

**795.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu  
[gopal.thecoder's solution](#)

**796.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[gopal.thecoder's solution](#)

**797.**

2172L

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

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[gopal.thecoder's solution](#)

**798.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[gopal.thecoder's solution](#)

**799.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[gopal.thecoder's solution](#)

**800.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[gopal.thecoder's solution](#)

**801.**

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[gopal.thecoder's solution](#)

**802.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory

[gopal.thecoder's solution](#)

**803.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[gopal.thecoder's solution](#)

**804.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[gopal.thecoder's solution](#)

**805.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[gopal.thecoder's solution](#)

**806.**

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[gopal.thecoder's solution](#)

**807.**

2199H

[Sum of MEX · Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, combinatorics, data structures, dp, math

[gopal.thecoder's solution](#)

**808.**

557E

[Ann and Half-Palindrome · Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[gopal.thecoder's solution](#)

**809.**

126D

[Fibonacci Sums · Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[gopal.thecoder's solution](#)

**810.**

424D

[Biathlon Track · Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[gopal.thecoder's solution](#)

**811.**

294E

[Shaass the Great · Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[gopal.thecoder's solution](#)

**812.**

509F

[Progress Monitoring · Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[gopal.thecoder's solution](#)

**813.**

2181J

[Jinx or Jackpot · Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[gopal.thecoder's solution](#)

**814.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[gopal.thecoder's solution](#)

**815.**

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**816.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[gopal.thecoder's solution](#)

**817.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[gopal.thecoder's solution](#)

**818.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2026-02-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[gopal.thecoder's solution](#)

**819.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**820.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[gopal.thecoder's solution](#)

**821.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[gopal.thecoder's solution](#)

**822.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[gopal.thecoder's solution](#)

**823.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[gopal.thecoder's solution](#)

**824.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[gopal.thecoder's solution](#)

**825.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[gopal.thecoder's solution](#)

**826.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[gopal.thecoder's solution](#)

**827.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[gopal.thecoder's solution](#)

**828.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[gopal.thecoder's solution](#)

**829.**

2171H

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

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[gopal.thecoder's solution](#)

**830.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[gopal.thecoder's solution](#)

**831.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[gopal.thecoder's solution](#)

**832.**

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[gopal.thecoder's solution](#)

**833.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[gopal.thecoder's solution](#)

**834.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[gopal.thecoder's solution](#)

**835.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gopal.thecoder's solution](#)

**836.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[gopal.thecoder's solution](#)

**837.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[gopal.thecoder's solution](#)

**838.**

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[gopal.thecoder's solution](#)

**839.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[gopal.thecoder's solution](#)

**840.**

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[gopal.thecoder's solution](#)

**841.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[gopal.thecoder's solution](#)

**842.**

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar

[gopal.thecoder's solution](#)

**843.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[gopal.thecoder's solution](#)

**844.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[gopal.thecoder's solution](#)

**845.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[gopal.thecoder's solution](#)

**846.**

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[gopal.thecoder's solution](#)

**847.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**848.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[gopal.thecoder's solution](#)

**849.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[gopal.thecoder's solution](#)

**850.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: strings

[gopal.thecoder's solution](#)

**851.**

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[gopal.thecoder's solution](#)

**852.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[gopal.thecoder's solution](#)

**853.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[gopal.thecoder's solution](#)

**854.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[gopal.thecoder's solution](#)

**855.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[gopal.thecoder's solution](#)

**856.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[gopal.thecoder's solution](#)

**857.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[gopal.thecoder's solution](#)

**858.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[gopal.thecoder's solution](#)

**859.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[gopal.thecoder's solution](#)

**860.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[gopal.thecoder's solution](#)

**861.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[gopal.thecoder's solution](#)

**862.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[gopal.thecoder's solution](#)

**863.**

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[gopal.thecoder's solution](#)

**864.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[gopal.thecoder's solution](#)

**865.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[gopal.thecoder's solution](#)

**866.**

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[gopal.thecoder's solution](#)

**867.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**868.**

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[gopal.thecoder's solution](#)

**869.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[gopal.thecoder's solution](#)

**870.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[gopal.thecoder's solution](#)

**871.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[gopal.thecoder's solution](#)

**872.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[gopal.thecoder's solution](#)

**873.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[gopal.thecoder's solution](#)

**874.**

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

**875.**

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special, math

[gopal.thecoder's solution](#)

**876.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[gopal.thecoder's solution](#)

**877.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[gopal.thecoder's solution](#)

**878.**

2197F

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

Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy

[gopal.thecoder's solution](#)

**879.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[gopal.thecoder's solution](#)

**880.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[gopal.thecoder's solution](#)

**881.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[gopal.thecoder's solution](#)

**882.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[gopal.thecoder's solution](#)

**883.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[gopal.thecoder's solution](#)

**884.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[gopal.thecoder's solution](#)

**885.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[gopal.thecoder's solution](#)

**886.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[gopal.thecoder's solution](#)

**887.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[gopal.thecoder's solution](#)

**888.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[gopal.thecoder's solution](#)

**889.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[gopal.thecoder's solution](#)

**890.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[gopal.thecoder's solution](#)

**891.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[gopal.thecoder's solution](#)

**892.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[gopal.thecoder's solution](#)

**893.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[gopal.thecoder's solution](#)

**894.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[gopal.thecoder's solution](#)

**895.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[gopal.thecoder's solution](#)

**896.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-22 · PyPy 3-64 (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[gopal.thecoder's solution](#)

**897.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-22 · PyPy 3-64 (first AC) · Tags: data structures, dp, trees

[gopal.thecoder's solution](#)

**898.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft

[gopal.thecoder's solution](#)

**899.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[gopal.thecoder's solution](#)

**900.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[gopal.thecoder's solution](#)

**901.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[gopal.thecoder's solution](#)

**902.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[gopal.thecoder's solution](#)

**903.**

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[gopal.thecoder's solution](#)

**904.**

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[gopal.thecoder's solution](#)

**905.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[gopal.thecoder's solution](#)

**906.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics

[gopal.thecoder's solution](#)

**907.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[gopal.thecoder's solution](#)

**908.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy

[gopal.thecoder's solution](#)

**909.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[gopal.thecoder's solution](#)

**910.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[gopal.thecoder's solution](#)

**911.**

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, dsu, graphs

[gopal.thecoder's solution](#)

**912.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[gopal.thecoder's solution](#)

**913.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[gopal.thecoder's solution](#)

**914.**

2216F

[Star Map](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[gopal.thecoder's solution](#)

**915.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[gopal.thecoder's solution](#)

**916.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive  
[gopal.thecoder's solution](#)

**917.**

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees  
[gopal.thecoder's solution](#)

**918.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory  
[gopal.thecoder's solution](#)

**919.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[gopal.thecoder's solution](#)

**920.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees  
[gopal.thecoder's solution](#)

**921.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[gopal.thecoder's solution](#)

**922.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices  
[gopal.thecoder's solution](#)

**923.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[gopal.thecoder's solution](#)

**924.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices  
[gopal.thecoder's solution](#)

**925.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[gopal.thecoder's solution](#)

**926.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs

[gopal.thecoder's solution](#)

**927.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[gopal.thecoder's solution](#)

**928.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[gopal.thecoder's solution](#)

**929.**

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special, data structures, geometry, sortings

[gopal.thecoder's solution](#)

**930.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[gopal.thecoder's solution](#)

**931.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[gopal.thecoder's solution](#)

**932.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[gopal.thecoder's solution](#)

**933.**

2215D

[EXPloration, EXPlotation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[gopal.thecoder's solution](#)

**934.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**935.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures  
[gopal.thecoder's solution](#)

**936.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[gopal.thecoder's solution](#)

**937.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[gopal.thecoder's solution](#)

**938.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[gopal.thecoder's solution](#)

**939.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[gopal.thecoder's solution](#)

**940.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[gopal.thecoder's solution](#)

**941.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[gopal.thecoder's solution](#)

**942.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[gopal.thecoder's solution](#)

**943.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[gopal.thecoder's solution](#)

**944.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[gopal.thecoder's solution](#)

**945.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[gopal.thecoder's solution](#)

**946.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[gopal.thecoder's solution](#)

**947.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[gopal.thecoder's solution](#)

**948.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[gopal.thecoder's solution](#)

**949.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[gopal.thecoder's solution](#)

**950.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[gopal.thecoder's solution](#)

**951.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[gopal.thecoder's solution](#)

**952.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[gopal.thecoder's solution](#)

**953.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[gopal.thecoder's solution](#)

**954.**

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[gopal.thecoder's solution](#)

**955.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[gopal.thecoder's solution](#)

**956.**

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[gopal.thecoder's solution](#)

**957.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**958.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[gopal.thecoder's solution](#)

**959.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[gopal.thecoder's solution](#)

**960.**

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[gopal.thecoder's solution](#)

**961.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[gopal.thecoder's solution](#)

**962.**

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[gopal.thecoder's solution](#)

**963.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[gopal.thecoder's solution](#)

**964.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[gopal.thecoder's solution](#)

**965.**

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[gopal.thecoder's solution](#)

**966.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[gopal.thecoder's solution](#)

**967.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[gopal.thecoder's solution](#)

**968.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[gopal.thecoder's solution](#)

**969.**

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[gopal.thecoder's solution](#)

**970.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[gopal.thecoder's solution](#)

**971.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[gopal.thecoder's solution](#)

**972.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[gopal.thecoder's solution](#)

**973.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[gopal.thecoder's solution](#)

**974.**

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[gopal.thecoder's solution](#)

**975.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows

[gopal.thecoder's solution](#)

**976.**

2196E1

[Fuzzy Concatenation \(Easy Version\) · Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[gopal.thecoder's solution](#)

**977.**

2129E

[Induced Subgraph Queries · Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[gopal.thecoder's solution](#)

**978.**

2133F

[Flint and Steel · Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[gopal.thecoder's solution](#)

**979.**

2150F

[Cycle Closing · Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[gopal.thecoder's solution](#)

**980.**

2156F2

[Strange Operation \(Hard Version\) · Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[gopal.thecoder's solution](#)

**981.**

2161F

[SubMST · Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[gopal.thecoder's solution](#)

**982.**

2158F2

[Distinct GCDs \(Hard Version\) · Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[gopal.thecoder's solution](#)

**983.**

2194F2

[Again Trees... \(hard version\) · Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[gopal.thecoder's solution](#)

**984.**

2205G

[Simons and Diophantus Equation · Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[gopal.thecoder's solution](#)

**985.**

1558E

[Down Below · Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[gopal.thecoder's solution](#)

**986.**

2199I

[Strange Process](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3000 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: \*special

[gopal.thecoder's solution](#)

**987.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[gopal.thecoder's solution](#)

**988.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[gopal.thecoder's solution](#)

**989.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, trees

[gopal.thecoder's solution](#)

**990.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[gopal.thecoder's solution](#)

**991.**

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[gopal.thecoder's solution](#)

**992.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[gopal.thecoder's solution](#)

**993.**

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[gopal.thecoder's solution](#)

**994.**

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[gopal.thecoder's solution](#)

**995.**

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[gopal.thecoder's solution](#)

**996.**

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[gopal.thecoder's solution](#)

**997.**

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[gopal.thecoder's solution](#)

**998.**

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[gopal.thecoder's solution](#)

**999.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[gopal.thecoder's solution](#)

**1000.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[gopal.thecoder's solution](#)

**1001.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[gopal.thecoder's solution](#)

**1002.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[gopal.thecoder's solution](#)

**1003.**

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[gopal.thecoder's solution](#)

**1004.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[gopal.thecoder's solution](#)

**1005.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[gopal.thecoder's solution](#)

**1006.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics  
[gopal.thecoder's solution](#)

**1007.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive  
[gopal.thecoder's solution](#)

**1008.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math  
[gopal.thecoder's solution](#)

**1009.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings  
[gopal.thecoder's solution](#)

**1010.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities  
[gopal.thecoder's solution](#)

**1011.**

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[gopal.thecoder's solution](#)

**1012.**

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[gopal.thecoder's solution](#)

**1013.**

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[gopal.thecoder's solution](#)

**1014.**

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees  
[gopal.thecoder's solution](#)

**1015.**

2172G

[Gene Editor](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3300 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[gopal.thecoder's solution](#)

**1016.**

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[gopal.thecoder's solution](#)

**1017.**

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[gopal.thecoder's solution](#)

**1018.**

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs  
[gopal.thecoder's solution](#)

**1019.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[gopal.thecoder's solution](#)

**1020.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths  
[gopal.thecoder's solution](#)

**1021.**

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory  
[gopal.thecoder's solution](#)

**1022.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[gopal.thecoder's solution](#)

**1023.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry  
[gopal.thecoder's solution](#)

**1024.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing  
[gopal.thecoder's solution](#)

**1025.**

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees  
[gopal.thecoder's solution](#)

**1026.**

2127G1

[Inter Active \(Easy Version\) · Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[gopal.thecoder's solution](#)

**1027.**

2164H

[PalindromePalindrome · Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[gopal.thecoder's solution](#)

**1028.**

2174D

[Secret Message · Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[gopal.thecoder's solution](#)

**1029.**

1483F

[Exam · Tutorial](#)

Rating: 3400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[gopal.thecoder's solution](#)

**1030.**

1553I

[Stairs · Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[gopal.thecoder's solution](#)

**1031.**

1710D

[Recover the Tree · Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[gopal.thecoder's solution](#)

**1032.**

2180H1

[Bug Is Feature \(Unconditional Version\) · Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[gopal.thecoder's solution](#)

**1033.**

1787I

[Treasure Hunt · Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[gopal.thecoder's solution](#)

**1034.**

2129F2

[Top-K Tracker \(Hard Version\) · Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[gopal.thecoder's solution](#)

**1035.**

2129F1

[Top-K Tracker \(Easy Version\) · Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[gopal.thecoder's solution](#)

**1036.**

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[gopal.thecoder's solution](#)

**1037.**

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[gopal.thecoder's solution](#)

**1038.**

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[gopal.thecoder's solution](#)

**1039.**

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[gopal.thecoder's solution](#)

**1040.**

2141I

[Color the Tree](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 3500 · first AC: 2026-04-24 · Kotlin 2.2 (first AC) · Tags: \*special

[gopal.thecoder's solution](#)

**1041.**

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[gopal.thecoder's solution](#)

**1042.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[gopal.thecoder's solution](#)

**1043.**

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[gopal.thecoder's solution](#)

**1044.**

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation

[gopal.thecoder's solution](#)

**1045.**

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules

[gopal.thecoder's solution](#)

**1046.**

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[gopal.thecoder's solution](#)**1047.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[gopal.thecoder's solution](#)**1048.**

2215G

[Maze](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[gopal.thecoder's solution](#)**1049.**

2215F

[Research](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3500 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[gopal.thecoder's solution](#)**1050.**

2161H

[Cycle Sort](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[gopal.thecoder's solution](#)**1051.**

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[gopal.thecoder's solution](#)**1052.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[gopal.thecoder's solution](#)**1053.**

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[gopal.thecoder's solution](#)**1054.**

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[gopal.thecoder's solution](#)**1055.**

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[gopal.thecoder's solution](#)**1056.**

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[gopal.thecoder's solution](#)

**1057.**

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[gopal.thecoder's solution](#)

**1058.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[gopal.thecoder's solution](#)

**1059.**

2206L

[Onion](#) · [Tutorial](#)

Quality: 40 global accepts · Rating: 3500 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[gopal.thecoder's solution](#)

**1060.**

2181K

[Knit the Grid](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices

[gopal.thecoder's solution](#)

**1061.**

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[gopal.thecoder's solution](#)

**1062.**

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[gopal.thecoder's solution](#)

**1063.**

2039G

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

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[gopal.thecoder's solution](#)

**1064.**

2181I

[Irrigation Interlock](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[gopal.thecoder's solution](#)

**1065.**

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[gopal.thecoder's solution](#)

**1066.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[gopal.thecoder's solution](#)

**1067.**

2187F2

[AI Fine \(Counting Version\) · Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees  
[gopal.thecoder's solution](#)

**1068.**

2187E

[Doors and Keys · Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp  
[gopal.thecoder's solution](#)

**1069.**

2180H2

[Bug Is Feature \(Conditional Version\) · Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[gopal.thecoder's solution](#)

**1070.**

2157I

[Hyper Smawk Bros · Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games  
[gopal.thecoder's solution](#)

**1071.**

2227H

[Fallen Leaves · Tutorial](#)

Quality: 954 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[gopal.thecoder's solution](#)

**1072.**

2227G

[Drowning · Tutorial](#)

Quality: 1,295 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math  
[gopal.thecoder's solution](#)

**1073.**

2227F

[It Just Keeps Going Sideways · Tutorial](#)

Quality: 2,763 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[gopal.thecoder's solution](#)

**1074.**

2227E

[It All Went Sideways · Tutorial](#)

Quality: 6,065 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy  
[gopal.thecoder's solution](#)

**1075.**

2227D

[Palindromex · Tutorial](#)

Quality: 8,712 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers  
[gopal.thecoder's solution](#)

**1076.**

2227C

[Snowfall · Tutorial](#)

Quality: 15,056 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[gopal.thecoder's solution](#)

**1077.**

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,065 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[gopal.thecoder's solution](#)

**1078.**

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[gopal.thecoder's solution](#)

**1079.**

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees  
[gopal.thecoder's solution](#)

**1080.**

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[gopal.thecoder's solution](#)

**1081.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers  
[gopal.thecoder's solution](#)

**1082.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[gopal.thecoder's solution](#)

**1083.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers  
[gopal.thecoder's solution](#)

**1084.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[gopal.thecoder's solution](#)

**1085.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,091 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[gopal.thecoder's solution](#)

**1086.**

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[gopal.thecoder's solution](#)

**1087.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[gopal.thecoder's solution](#)

### 1088.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[gopal.thecoder's solution](#)

### 1089.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gopal.thecoder's solution](#)

### 1090.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: constructive algorithms, data structures, sortings

[gopal.thecoder's solution](#)

### 1091.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,766 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: dp, math

[gopal.thecoder's solution](#)

### 1092.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: greedy, sortings

[gopal.thecoder's solution](#)

### 1093.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: brute force, dp, math

[gopal.thecoder's solution](#)

### 1094.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[gopal.thecoder's solution](#)

### 1095.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[gopal.thecoder's solution](#)

### 1096.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[gopal.thecoder's solution](#)

### 1097.

2225D

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

Quality: 6,605 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math  
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**1098.**

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2225B

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2225A

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2219D

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2220F

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**1103.**

2220E

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**1104.**

2219B2

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**1105.**

2219B1

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**1106.**

2219A

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**1107.**

2220B

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**1108.**

2220A

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**1109.**

2219E

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**1110.**

2168C

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**1111.**

2168B

[Locate](#) · [Tutorial](#)

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**1112.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

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[gopal.thecoder's solution](#)

**1113.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive  
[gopal.thecoder's solution](#)

**1114.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive  
[gopal.thecoder's solution](#)

**1115.**

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special  
[gopal.thecoder's solution](#)

**1116.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: \*special  
[gopal.thecoder's solution](#)

**1117.**

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, communication  
[gopal.thecoder's solution](#)

**1118.**

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: \*special

[gopal.thecoder's solution](#)

**1119.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, shortest paths

[gopal.thecoder's solution](#)

**1120.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

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**1121.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: \*special, strings

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**1122.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks

[gopal.thecoder's solution](#)

**1123.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[gopal.thecoder's solution](#)

**1124.**

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

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**1125.**

2207H2

[Bowser's Castle \(Medium Version\)](#) · [Tutorial](#)

Quality: 39 global accepts · Rating: — · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[gopal.thecoder's solution](#)

**1126.**

2207H1

[Bowser's Castle \(Easy Version\)](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[gopal.thecoder's solution](#)

**1127.**

1531A

[At8C030T@icolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation

[gopal.thecoder's solution](#)