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Unique solved — iforandom

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

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

Filters: none

Count: 518

1.

2192A

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

Quality: 17,921 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[iforandom's solution](#)

2.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[iforandom's solution](#)

3.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[iforandom's solution](#)

4.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[iforandom's solution](#)

5.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,671 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[iforandom's solution](#)

6.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[iforandom's solution](#)

7.

2189A

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

Quality: 24,370 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[iforandom's solution](#)

8.

2183A

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

Quality: 23,674 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[iforandom's solution](#)

9.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[iforandom's solution](#)

10.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,339 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[iforandom's solution](#)

11.

2170A

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

Quality: 19,942 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[iforandom's solution](#)

12.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[iforandom's solution](#)

13.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[iforandom's solution](#)

14.

2151A

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

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[iforandom's solution](#)

15.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[iforandom's solution](#)

16.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,299 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[iforandom's solution](#)

17.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,950 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[iforandom's solution](#)

18.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,795 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[iforandom's solution](#)

19.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[iforandom's solution](#)

20.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[iforandom's solution](#)

21.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,377 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[iforandom's solution](#)

22.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[iforandom's solution](#)

23.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[iforandom's solution](#)

24.

2143A

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

Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[iforandom's solution](#)

25.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[iforandom's solution](#)

26.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[iforandom's solution](#)

27.

2130A

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

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[iforandom's solution](#)

28.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[iforandom's solution](#)

29.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[iforandom's solution](#)

30.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[iforandom's solution](#)

31.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

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32.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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33.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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34.

2098A

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

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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35.

16A

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[iforandom's solution](#)

36.

1912L

[LOL Lovers](#) · [Tutorial](#)

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37.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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38.

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[iforandom's solution](#)

39.

2067A

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

Quality: 25,694 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[iforandom's solution](#)

40.

581A

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

Quality: 84,961 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[iforandom's solution](#)

41.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[iforandom's solution](#)

42.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[iforandom's solution](#)

43.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[iforandom's solution](#)

44.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[iforandom's solution](#)

45.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

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46.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[iforandom's solution](#)

47.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[iforandom's solution](#)

48.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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49.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[iforandom's solution](#)

50.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,160 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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- 51.**
1047A
[Little C Loves 3 I](#) · [Tutorial](#)
Quality: 21,286 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: math
[iforandom's solution](#)
- 52.**
1511A
[Review Site](#) · [Tutorial](#)
Quality: 28,833 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[iforandom's solution](#)
- 53.**
1530B
[Putting Plates](#) · [Tutorial](#)
Quality: 16,287 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[iforandom's solution](#)
- 54.**
469A
[IWanna Be the Guy](#) · [Tutorial](#)
Quality: 121,211 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[iforandom's solution](#)
- 55.**
1754A
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Quality: 24,869 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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- 56.**
1764A
[Doremy's Paint](#) · [Tutorial](#)
Quality: 17,455 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[iforandom's solution](#)
- 57.**
265A
[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)
Quality: 42,678 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[iforandom's solution](#)
- 58.**
1114A
[Got Any Grapes?](#) · [Tutorial](#)
Quality: 19,755 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[iforandom's solution](#)
- 59.**
1391A
[Subarrays](#) · [Tutorial](#)
Quality: 25,063 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 60.**
1393A
[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)
Quality: 20,832 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[iforandom's solution](#)
- 61.**
2030B
[Minimise Oneness](#) · [Tutorial](#)
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62.

2030A

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

[iforandom's solution](#)

63.

2021A

[Meaning Mean](#) · [Tutorial](#)

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

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64.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,270 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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65.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[iforandom's solution](#)

66.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,386 global accepts · Rating: 800 · first AC: 2024-07-26 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[iforandom's solution](#)

67.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[iforandom's solution](#)

68.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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69.

1950A

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

Quality: 69,457 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[iforandom's solution](#)

70.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[iforandom's solution](#)

71.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation

[iforandom's solution](#)

72.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,716 global accepts · Rating: 800 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[iforandom's solution](#)

73.

1971A

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

Quality: 59,502 global accepts · Rating: 800 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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74.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,453 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

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75.

1926A

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

Quality: 62,208 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[iforandom's solution](#)

76.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2024-01-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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77.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,439 global accepts · Rating: 800 · first AC: 2024-02-06 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[iforandom's solution](#)

78.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,850 global accepts · Rating: 800 · first AC: 2024-01-25 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[iforandom's solution](#)

79.

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2024-01-25 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[iforandom's solution](#)

80.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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81.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[iforandom's solution](#)

82.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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83.

1914A

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Quality: 35,156 global accepts · Rating: 800 · first AC: 2023-12-19 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[iforandom's solution](#)

84.

1409A

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

Quality: 80,430 global accepts · Rating: 800 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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85.

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

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86.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,013 global accepts · Rating: 800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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87.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,267 global accepts · Rating: 800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

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88.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

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89.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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90.

1837B

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

Quality: 50,114 global accepts · Rating: 900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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91.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

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- 92.**
2140B
[Another Divisibility Problem](#) · [Tutorial](#)
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- 93.**
2125B
[Left and Down](#) · [Tutorial](#)
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- 94.**
2062B
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- 95.**
26A
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- 96.**
2031B
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- 97.**
2007B
[Index and Maximum Value](#) · [Tutorial](#)
Quality: 25,608 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[iforandom's solution](#)
- 98.**
1971C
[Clock and Strings](#) · [Tutorial](#)
Quality: 41,580 global accepts · Rating: 900 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[iforandom's solution](#)
- 99.**
1927B
[Following the String](#) · [Tutorial](#)
Quality: 38,138 global accepts · Rating: 900 · first AC: 2024-02-06 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[iforandom's solution](#)
- 100.**
999B
[Reversing Encryption](#) · [Tutorial](#)
Quality: 19,432 global accepts · Rating: 900 · first AC: 2024-01-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[iforandom's solution](#)
- 101.**
2192B
[Flipping Binary String](#) · [Tutorial](#)
Quality: 14,559 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
[iforandom's solution](#)
- 102.**
2194B
[Offshores](#) · [Tutorial](#)

Quality: 18,432 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[iforandom's solution](#)

103.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[iforandom's solution](#)

104.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[iforandom's solution](#)

105.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[iforandom's solution](#)

106.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[iforandom's solution](#)

107.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,917 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[iforandom's solution](#)

108.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[iforandom's solution](#)

109.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, strings

[iforandom's solution](#)

110.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,383 global accepts · Rating: 1000 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[iforandom's solution](#)

111.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[iforandom's solution](#)

112.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[iforandom's solution](#)

113.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[iforandom's solution](#)

114.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[iforandom's solution](#)

115.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,943 global accepts · Rating: 1000 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[iforandom's solution](#)

116.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,508 global accepts · Rating: 1000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[iforandom's solution](#)

117.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[iforandom's solution](#)

118.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[iforandom's solution](#)

119.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[iforandom's solution](#)

120.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,105 global accepts · Rating: 1000 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[iforandom's solution](#)

121.

1927C

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

Quality: 31,569 global accepts · Rating: 1000 · first AC: 2024-02-06 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[iforandom's solution](#)

122.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1000 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[iforandom's solution](#)

123.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[iforandom's solution](#)

124.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[iforandom's solution](#)

125.

1791E

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

Quality: 41,292 global accepts · Rating: 1100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[iforandom's solution](#)

126.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[iforandom's solution](#)

127.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[iforandom's solution](#)

128.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,398 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[iforandom's solution](#)

129.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[iforandom's solution](#)

130.

2125C

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

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[iforandom's solution](#)

131.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[iforandom's solution](#)

132.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[iforandom's solution](#)

133.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[iforandom's solution](#)

134.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[iforandom's solution](#)

135.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[iforandom's solution](#)

136.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[iforandom's solution](#)

137.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[iforandom's solution](#)

138.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory

[iforandom's solution](#)

139.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[iforandom's solution](#)

140.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[iforandom's solution](#)

141.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[iforandom's solution](#)

142.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[iforandom's solution](#)

143.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings,

strings

[iforandom's solution](#)

144.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2024-01-25 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[iforandom's solution](#)

145.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math
[iforandom's solution](#)

146.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,542 global accepts · Rating: 1100 · first AC: 2023-12-19 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[iforandom's solution](#)

147.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,926 global accepts · Rating: 1100 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[iforandom's solution](#)

148.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,562 global accepts · Rating: 1100 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[iforandom's solution](#)

149.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[iforandom's solution](#)

150.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[iforandom's solution](#)

151.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[iforandom's solution](#)

152.

2189B

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

Quality: 15,318 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[iforandom's solution](#)

153.

2182C

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp

[iforandom's solution](#)

154.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[iforandom's solution](#)

155.

2170B

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

Quality: 14,295 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[iforandom's solution](#)

156.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[iforandom's solution](#)

157.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[iforandom's solution](#)

158.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[iforandom's solution](#)

159.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,997 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[iforandom's solution](#)

160.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,924 global accepts · Rating: 1200 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[iforandom's solution](#)

161.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[iforandom's solution](#)

162.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[iforandom's solution](#)

163.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

implementation

[iforandom's solution](#)

164.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[iforandom's solution](#)

165.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[iforandom's solution](#)

166.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings

[iforandom's solution](#)

167.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[iforandom's solution](#)

168.

1926C

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

Quality: 32,749 global accepts · Rating: 1200 · first AC: 2024-02-19 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[iforandom's solution](#)

169.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-01-25 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings

[iforandom's solution](#)

170.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,991 global accepts · Rating: 1200 · first AC: 2024-01-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[iforandom's solution](#)

171.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,102 global accepts · Rating: 1200 · first AC: 2023-12-19 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[iforandom's solution](#)

172.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[iforandom's solution](#)

173.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[iforandom's solution](#)

174.

2201A1

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

Quality: 11,060 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[iforandom's solution](#)

175.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[iforandom's solution](#)

176.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,901 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[iforandom's solution](#)

177.

2187A

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

Quality: 15,872 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[iforandom's solution](#)

178.

2189C1

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

Quality: 13,903 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[iforandom's solution](#)

179.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings
[iforandom's solution](#)

180.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[iforandom's solution](#)

181.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[iforandom's solution](#)

182.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[iforandom's solution](#)

183.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[iforandom's solution](#)

184.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[iforandom's solution](#)

185.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[iforandom's solution](#)

186.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[iforandom's solution](#)

187.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,187 global accepts · Rating: 1300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[iforandom's solution](#)

188.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[iforandom's solution](#)

189.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[iforandom's solution](#)

190.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[iforandom's solution](#)

191.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[iforandom's solution](#)

192.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[iforandom's solution](#)

193.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[iforandom's solution](#)

194.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[iforandom's solution](#)

195.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[iforandom's solution](#)

196.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[iforandom's solution](#)

197.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[iforandom's solution](#)

198.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[iforandom's solution](#)

199.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[iforandom's solution](#)

200.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics

[iforandom's solution](#)

201.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[iforandom's solution](#)

202.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[iforandom's solution](#)

203.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[iforandom's solution](#)

204.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 1400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[iforandom's solution](#)

205.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[iforandom's solution](#)

206.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,196 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[iforandom's solution](#)

207.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[iforandom's solution](#)

208.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[iforandom's solution](#)

209.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[iforandom's solution](#)

210.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[iforandom's solution](#)

211.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[iforandom's solution](#)

212.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[iforandom's solution](#)

213.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[iforandom's solution](#)

214.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[iforandom's solution](#)

215.

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[iforandom's solution](#)

216.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[iforandom's solution](#)

217.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[iforandom's solution](#)

218.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[iforandom's solution](#)

219.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[iforandom's solution](#)

220.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,394 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[iforandom's solution](#)

221.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[iforandom's solution](#)

222.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[iforandom's solution](#)

223.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[iforandom's solution](#)

224.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[iforandom's solution](#)

225.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[iforandom's solution](#)

226.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[iforandom's solution](#)

227.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[iforandom's solution](#)

228.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[iforandom's solution](#)

229.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[iforandom's solution](#)

230.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[iforandom's solution](#)

231.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[iforandom's solution](#)

232.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,734 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[iforandom's solution](#)

233.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[iforandom's solution](#)

234.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,911 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[iforandom's solution](#)

235.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[iforandom's solution](#)

236.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1500 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings

[iforandom's solution](#)

237.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1500 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs

[iforandom's solution](#)

238.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2024-06-28 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[iforandom's solution](#)

239.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[iforandom's solution](#)

240.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[iforandom's solution](#)

241.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[iforandom's solution](#)

242.

1409D

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

Quality: 21,392 global accepts · Rating: 1500 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[iforandom's solution](#)

243.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[iforandom's solution](#)

244.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[iforandom's solution](#)

245.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[iforandom's solution](#)

246.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[iforandom's solution](#)

247.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[iforandom's solution](#)

248.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[iforandom's solution](#)

249.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games
[iforandom's solution](#)

250.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[iforandom's solution](#)

251.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,168 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, sortings
[iforandom's solution](#)

252.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[iforandom's solution](#)

253.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[iforandom's solution](#)

254.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[iforandom's solution](#)

255.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[iforandom's solution](#)

256.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[iforandom's solution](#)

257.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[iforandom's solution](#)

258.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[iforandom's solution](#)

259.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[iforandom's solution](#)

260.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[iforandom's solution](#)

261.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[iforandom's solution](#)

262.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,962 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[iforandom's solution](#)

263.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[iforandom's solution](#)

264.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[iforandom's solution](#)

265.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[iforandom's solution](#)

266.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[iforandom's solution](#)

267.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[iforandom's solution](#)

268.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[iforandom's solution](#)

269.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,448 global accepts · Rating: 1600 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[iforandom's solution](#)

270.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,785 global accepts · Rating: 1600 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[iforandom's solution](#)

271.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[iforandom's solution](#)

272.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[iforandom's solution](#)

273.

2201B

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

Quality: 4,960 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[iforandom's solution](#)

274.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[iforandom's solution](#)

275.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[iforandom's solution](#)

276.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
[iforandom's solution](#)

277.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[iforandom's solution](#)

278.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[iforandom's solution](#)

279.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[iforandom's solution](#)

280.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings
[iforandom's solution](#)

281.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[iforandom's solution](#)

282.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu
[iforandom's solution](#)

283.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[iforandom's solution](#)

284.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[iforandom's solution](#)

285.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[iforandom's solution](#)

286.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[iforandom's solution](#)

287.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[iforandom's solution](#)

288.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[iforandom's solution](#)

289.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[iforandom's solution](#)

290.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[iforandom's solution](#)

291.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[iforandom's solution](#)

292.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, dp, two pointers

[iforandom's solution](#)

293.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[iforandom's solution](#)

294.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[iforandom's solution](#)

295.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[iforandom's solution](#)

296.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[iforandom's solution](#)

297.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,490 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[iforandom's solution](#)

298.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[iforandom's solution](#)

299.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-01-25 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[iforandom's solution](#)

300.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[iforandom's solution](#)

301.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[iforandom's solution](#)

302.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, math

[iforandom's solution](#)

303.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[iforandom's solution](#)

304.

276D

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

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[iforandom's solution](#)

305.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[iforandom's solution](#)

306.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[iforandom's solution](#)

307.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[iforandom's solution](#)

308.

2187B

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

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[iforandom's solution](#)

309.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[iforandom's solution](#)

310.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[iforandom's solution](#)

311.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[iforandom's solution](#)

312.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, math

[iforandom's solution](#)

313.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[iforandom's solution](#)

314.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[iforandom's solution](#)

315.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[iforandom's solution](#)

316.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-09-27 · last AC: 2025-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[iforandom's solution](#)

317.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[iforandom's solution](#)

318.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[iforandom's solution](#)

319.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[iforandom's solution](#)

320.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[iforandom's solution](#)

321.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math,

number theory

[iforandom's solution](#)

322.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[iforandom's solution](#)

323.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,183 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[iforandom's solution](#)

324.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[iforandom's solution](#)

325.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[iforandom's solution](#)

326.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[iforandom's solution](#)

327.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[iforandom's solution](#)

328.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[iforandom's solution](#)

329.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[iforandom's solution](#)

330.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-12-29 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[iforandom's solution](#)

331.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[iforandom's solution](#)

332.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[iforandom's solution](#)

333.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[iforandom's solution](#)

334.

2189D1

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

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[iforandom's solution](#)

335.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[iforandom's solution](#)

336.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[iforandom's solution](#)

337.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, trees

[iforandom's solution](#)

338.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[iforandom's solution](#)

339.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[iforandom's solution](#)

340.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[iforandom's solution](#)

341.

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[iforandom's solution](#)

342.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[iforandom's solution](#)

343.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[iforandom's solution](#)

344.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[iforandom's solution](#)

345.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · last AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[iforandom's solution](#)

346.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[iforandom's solution](#)

347.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[iforandom's solution](#)

348.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[iforandom's solution](#)

349.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[iforandom's solution](#)

350.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[iforandom's solution](#)

351.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[iforandom's solution](#)

352.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[iforandom's solution](#)

353.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,078 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[iforandom's solution](#)

354.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[iforandom's solution](#)

355.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[iforandom's solution](#)

356.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[iforandom's solution](#)

357.

149D

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

Quality: 4,613 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[iforandom's solution](#)

358.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[iforandom's solution](#)

359.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[iforandom's solution](#)

360.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[iforandom's solution](#)

361.

909E

[Coprocesor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[iforandom's solution](#)

362.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[iforandom's solution](#)

363.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[iforandom's solution](#)

364.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[iforandom's solution](#)

365.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[iforandom's solution](#)

366.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs, greedy

[iforandom's solution](#)

367.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[iforandom's solution](#)

368.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[iforandom's solution](#)

369.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[iforandom's solution](#)

370.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[iforandom's solution](#)

371.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation
[iforandom's solution](#)

372.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[iforandom's solution](#)

373.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[iforandom's solution](#)

374.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[iforandom's solution](#)

375.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[iforandom's solution](#)

376.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[iforandom's solution](#)

377.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[iforandom's solution](#)

378.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[iforandom's solution](#)

379.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[iforandom's solution](#)

380.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[iforandom's solution](#)

381.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[iforandom's solution](#)

382.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[iforandom's solution](#)

383.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[iforandom's solution](#)

384.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[iforandom's solution](#)

385.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[iforandom's solution](#)

386.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-01-19 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[iforandom's solution](#)

387.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[iforandom's solution](#)

388.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[iforandom's solution](#)

389.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[iforandom's solution](#)

390.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,861 global accepts · Rating: 2000 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[iforandom's solution](#)

391.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[iforandom's solution](#)

392.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[iforandom's solution](#)

393.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[iforandom's solution](#)

394.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[iforandom's solution](#)

395.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[iforandom's solution](#)

396.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[iforandom's solution](#)

397.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[iforandom's solution](#)

398.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[iforandom's solution](#)

399.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[iforandom's solution](#)

400.

457C

[Elections](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[iforandom's solution](#)

401.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[iforandom's solution](#)

402.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[iforandom's solution](#)

403.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[iforandom's solution](#)

404.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[iforandom's solution](#)

405.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[iforandom's solution](#)

406.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[iforandom's solution](#)

407.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[iforandom's solution](#)

408.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings

[iforandom's solution](#)

409.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths

[iforandom's solution](#)

410.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[iforandom's solution](#)

411.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[iforandom's solution](#)

412.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[iforandom's solution](#)

413.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[iforandom's solution](#)

414.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[iforandom's solution](#)

415.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[iforandom's solution](#)

416.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-10-04 · last AC: 2026-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[iforandom's solution](#)

417.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[iforandom's solution](#)

418.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, trees

[iforandom's solution](#)

419.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[iforandom's solution](#)

420.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[iforandom's solution](#)

421.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[iforandom's solution](#)

422.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[iforandom's solution](#)

423.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[iforandom's solution](#)

424.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[iforandom's solution](#)

425.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[iforandom's solution](#)

426.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers

[iforandom's solution](#)

427.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[iforandom's solution](#)

428.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[iforandom's solution](#)

429.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[iforandom's solution](#)

430.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory
[iforandom's solution](#)

431.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[iforandom's solution](#)

432.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[iforandom's solution](#)

433.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[iforandom's solution](#)

434.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math
[iforandom's solution](#)

435.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[iforandom's solution](#)

436.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[iforandom's solution](#)

437.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[iforandom's solution](#)

438.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings
[iforandom's solution](#)

439.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[iforandom's solution](#)

440.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[iforandom's solution](#)

441.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[iforandom's solution](#)

442.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[iforandom's solution](#)

443.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[iforandom's solution](#)

444.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[iforandom's solution](#)

445.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[iforandom's solution](#)

446.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[iforandom's solution](#)

447.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[iforandom's solution](#)

448.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation
[iforandom's solution](#)

449.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[iforandom's solution](#)

450.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[iforandom's solution](#)

451.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[iforandom's solution](#)

452.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[iforandom's solution](#)

453.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[iforandom's solution](#)

454.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[iforandom's solution](#)

455.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[iforandom's solution](#)

456.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[iforandom's solution](#)

457.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[iforandom's solution](#)

458.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[iforandom's solution](#)

459.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[iforandom's solution](#)

460.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[iforandom's solution](#)

461.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[iforandom's solution](#)

462.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[iforandom's solution](#)

463.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[iforandom's solution](#)

464.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[iforandom's solution](#)

465.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[iforandom's solution](#)

466.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[iforandom's solution](#)

467.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[iforandom's solution](#)

468.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[iforandom's solution](#)

469.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[iforandom's solution](#)

470.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[iforandom's solution](#)

471.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-08-22 · last AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[iforandom's solution](#)

472.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[iforandom's solution](#)

473.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[iforandom's solution](#)

474.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[iforandom's solution](#)

475.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[iforandom's solution](#)

476.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[iforandom's solution](#)

477.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[iforandom's solution](#)

478.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[iforandom's solution](#)

479.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[iforandom's solution](#)

480.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[iforandom's solution](#)

481.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[iforandom's solution](#)

482.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[iforandom's solution](#)

483.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures

[iforandom's solution](#)

484.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[iforandom's solution](#)

485.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[iforandom's solution](#)

486.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[iforandom's solution](#)

487.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[iforandom's solution](#)

488.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[iforandom's solution](#)

489.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[iforandom's solution](#)

490.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[iforandom's solution](#)

491.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[iforandom's solution](#)

492.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[iforandom's solution](#)

493.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[iforandom's solution](#)

494.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[iforandom's solution](#)

495.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[iforandom's solution](#)

496.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[iforandom's solution](#)

497.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[iforandom's solution](#)

498.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[iforandom's solution](#)

499.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[iforandom's solution](#)

500.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing
[iforandom's solution](#)

501.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings
[iforandom's solution](#)

502.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation
[iforandom's solution](#)

503.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[iforandom's solution](#)

504.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-10-10 · last AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[iforandom's solution](#)

505.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[iforandom's solution](#)

506.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math
[iforandom's solution](#)

507.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp
[iforandom's solution](#)

508.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[iforandom's solution](#)

509.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[iforandom's solution](#)

510.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[iforandom's solution](#)

511.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[iforandom's solution](#)

512.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[iforandom's solution](#)

513.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[iforandom's solution](#)

514.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[iforandom's solution](#)

515.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[iforandom's solution](#)

516.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,721 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers
[iforandom's solution](#)

517.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[iforandom's solution](#)

518.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[iforandom's solution](#)