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Unique solved — infinite0v0

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

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Count: 1,334

1.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)

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2.

2200A

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3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,560 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)

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4.

2204A

[Passing the Ball](#) · [Tutorial](#)

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5.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)

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6.

2185A

[Perfect Root](#) · [Tutorial](#)

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7.

2178A

[Yes or Yes](#) · [Tutorial](#)

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[infinite0v0's solution](#)

8.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

[infinite0v0's solution](#)

9.

2180A

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10.

2170A

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[infinite0v0's solution](#)**11.**

2157A

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[infinite0v0's solution](#)**12.**

2171A

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[infinite0v0's solution](#)**13.**

2162A

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[infinite0v0's solution](#)**14.**

2161A

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2167C

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2167B

[Your Name](#) · [Tutorial](#)

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2167A

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[infinite0v0's solution](#)**18.**

2156A

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[infinite0v0's solution](#)**19.**

2136A

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20.

2154A

[Notelock](#) · [Tutorial](#)

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21.

2153B

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22.

2153A

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[infinite0v0's solution](#)

23.

2145A

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24.

2155A

[El fucho](#) · [Tutorial](#)

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[infinite0v0's solution](#)

25.

2152A

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26.

2149B

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27.

2149A

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[infinite0v0's solution](#)

28.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,441 global accepts · Rating: 800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math
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29.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[infinite0v0's solution](#)

30.

2147A

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

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[infinite0v0's solution](#)

31.

2143A

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[infinite0v0's solution](#)

32.

2144A

[Cut the Array](#) · [Tutorial](#)

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[infinite0v0's solution](#)

33.

2125A

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

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[infinite0v0's solution](#)

34.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[infinite0v0's solution](#)

35.

2137A

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

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[infinite0v0's solution](#)

36.

2120A

[Square of Rectangles](#) · [Tutorial](#)

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[infinite0v0's solution](#)

37.

2134A

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[infinite0v0's solution](#)

38.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[infinite0v0's solution](#)

39.

2133A

[Redstone?](#) · [Tutorial](#)

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[infinite0v0's solution](#)

40.

2132A

[Homework](#) · [Tutorial](#)

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- 41.**
2127A
[Mix Mex Max](#) · [Tutorial](#)
Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[infinite0v0's solution](#)
- 42.**
4A
[Watermelon](#) · [Tutorial](#)
Quality: 688,025 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[infinite0v0's solution](#)
- 43.**
2123A
[Blackboard Game](#) · [Tutorial](#)
Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[infinite0v0's solution](#)
- 44.**
2123B
[Tournament](#) · [Tutorial](#)
Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[infinite0v0's solution](#)
- 45.**
2112A
[Race](#) · [Tutorial](#)
Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[infinite0v0's solution](#)
- 46.**
2121B
[Above the Clouds](#) · [Tutorial](#)
Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[infinite0v0's solution](#)
- 47.**
2121A
[Letter Home](#) · [Tutorial](#)
Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[infinite0v0's solution](#)
- 48.**
2113A
[Shashliks](#) · [Tutorial](#)
Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[infinite0v0's solution](#)
- 49.**
2111A
[Energy Crystals](#) · [Tutorial](#)
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[infinite0v0's solution](#)
- 50.**
2110A
[Fashionable Array](#) · [Tutorial](#)
Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[infinite0v0's solution](#)
- 51.**
2109A
[It's Time To Duel](#) · [Tutorial](#)
Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[infinite0v0's solution](#)

- 52.**
2107A
[LRC and VIP](#) · [Tutorial](#)
Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[infinite0v0's solution](#)
- 53.**
2108A
[Permutation Warm-Up](#) · [Tutorial](#)
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[infinite0v0's solution](#)
- 54.**
2104A
[Three Decks](#) · [Tutorial](#)
Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)
- 55.**
2098A
[Vadim's Collection](#) · [Tutorial](#)
Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[infinite0v0's solution](#)
- 56.**
2103A
[Common Multiple](#) · [Tutorial](#)
Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[infinite0v0's solution](#)
- 57.**
2096A
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[infinite0v0's solution](#)
- 58.**
1861A
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Quality: 25,936 global accepts · Rating: 800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 59.**
2094B
[Bobritto Bandito](#) · [Tutorial](#)
Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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- 60.**
2094A
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Quality: 56,304 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
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- 61.**
2074B
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Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
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- 62.**
2074A
[Draw a Square](#) · [Tutorial](#)
Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
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63.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
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64.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[infinite0v0's solution](#)

65.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[infinite0v0's solution](#)

66.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)

67.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[infinite0v0's solution](#)

68.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[infinite0v0's solution](#)

69.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[infinite0v0's solution](#)

70.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[infinite0v0's solution](#)

71.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[infinite0v0's solution](#)

72.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[infinite0v0's solution](#)

73.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
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74.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[infinite0v0's solution](#)

75.

2064A

[Brogramming Contest · Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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76.

2067A

[Adjacent Digit Sums · Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[infinite0v0's solution](#)

77.

2059A

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Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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78.

2062A

[String · Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[infinite0v0's solution](#)

79.

2060A

[Fibonacciness · Tutorial](#)

Quality: 41,102 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force
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80.

2063A

[Minimal Coprime · Tutorial](#)

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[infinite0v0's solution](#)

81.

2061A

[Kevin and Arithmetic · Tutorial](#)

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)

82.

2056A

[Shape Perimeter · Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[infinite0v0's solution](#)

83.

2055A

[Two Frogs · Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[infinite0v0's solution](#)

84.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[infinite0v0's solution](#)

85.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[infinite0v0's solution](#)

86.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[infinite0v0's solution](#)

87.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,231 global accepts · Rating: 800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[infinite0v0's solution](#)

88.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[infinite0v0's solution](#)

89.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[infinite0v0's solution](#)

90.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[infinite0v0's solution](#)

91.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,765 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[infinite0v0's solution](#)

92.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[infinite0v0's solution](#)

93.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[infinite0v0's solution](#)

94.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[infinite0v0's solution](#)

95.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,949 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[infinite0v0's solution](#)

96.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[infinite0v0's solution](#)

97.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[infinite0v0's solution](#)

98.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[infinite0v0's solution](#)

99.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[infinite0v0's solution](#)

100.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[infinite0v0's solution](#)

101.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[infinite0v0's solution](#)

102.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)

103.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[infinite0v0's solution](#)

104.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[infinite0v0's solution](#)

105.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[infinite0v0's solution](#)

106.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,380 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)

107.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[infinite0v0's solution](#)

108.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[infinite0v0's solution](#)

109.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,162 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[infinite0v0's solution](#)

110.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[infinite0v0's solution](#)

111.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[infinite0v0's solution](#)

112.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[infinite0v0's solution](#)

113.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[infinite0v0's solution](#)

114.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[infinite0v0's solution](#)

115.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[infinite0v0's solution](#)

116.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[infinite0v0's solution](#)

117.

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[infinite0v0's solution](#)

118.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[infinite0v0's solution](#)

119.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[infinite0v0's solution](#)

120.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[infinite0v0's solution](#)

121.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)

122.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[infinite0v0's solution](#)

123.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[infinite0v0's solution](#)

124.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[infinite0v0's solution](#)

125.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[infinite0v0's solution](#)

126.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[infinite0v0's solution](#)

127.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[infinite0v0's solution](#)

128.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,075 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[infinite0v0's solution](#)

129.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

130.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[infinite0v0's solution](#)

131.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[infinite0v0's solution](#)

132.

2036B

[Startup](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

133.

2036A

[Quintomania](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

134.

2032A

[Circuit](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

135.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[infinite0v0's solution](#)

136.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[infinite0v0's solution](#)

137.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

138.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

139.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[infinite0v0's solution](#)

140.

2027A

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

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

[infinite0v0's solution](#)

141.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[infinite0v0's solution](#)

142.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[infinite0v0's solution](#)

143.

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[infinite0v0's solution](#)

144.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[infinite0v0's solution](#)

145.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[infinite0v0's solution](#)

146.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[infinite0v0's solution](#)

147.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

148.

2030B

[Minimise Oneness](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

149.

2030A

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

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

[infinite0v0's solution](#)

150.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[infinite0v0's solution](#)

151.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[infinite0v0's solution](#)

152.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[infinite0v0's solution](#)

153.

2025A

[Two Screens](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

154.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[infinite0v0's solution](#)

155.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[infinite0v0's solution](#)

156.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[infinite0v0's solution](#)

157.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

158.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[infinite0v0's solution](#)

159.

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

[infinite0v0's solution](#)

160.

2020A

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

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

[infinite0v0's solution](#)

161.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[infinite0v0's solution](#)

162.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[infinite0v0's solution](#)

163.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[infinite0v0's solution](#)

164.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[infinite0v0's solution](#)

165.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[infinite0v0's solution](#)

166.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[infinite0v0's solution](#)

167.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

168.

1997A

[Strong Password](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

169.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[infinite0v0's solution](#)

170.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[infinite0v0's solution](#)

171.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[infinite0v0's solution](#)

172.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[infinite0v0's solution](#)

173.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[infinite0v0's solution](#)

174.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[infinite0v0's solution](#)

175.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[infinite0v0's solution](#)

176.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[infinite0v0's solution](#)

177.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[infinite0v0's solution](#)

178.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[infinite0v0's solution](#)

179.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[infinite0v0's solution](#)

180.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[infinite0v0's solution](#)

181.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[infinite0v0's solution](#)

182.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[infinite0v0's solution](#)

183.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[infinite0v0's solution](#)

184.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[infinite0v0's solution](#)

185.

1950A

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

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[infinite0v0's solution](#)

186.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[infinite0v0's solution](#)

187.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[infinite0v0's solution](#)

188.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[infinite0v0's solution](#)

189.

2171B

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

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[infinite0v0's solution](#)

190.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[infinite0v0's solution](#)

191.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[infinite0v0's solution](#)

192.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[infinite0v0's solution](#)

193.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[infinite0v0's solution](#)

194.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[infinite0v0's solution](#)

195.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[infinite0v0's solution](#)

196.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[infinite0v0's solution](#)

197.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[infinite0v0's solution](#)

198.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[infinite0v0's solution](#)

199.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[infinite0v0's solution](#)

200.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

201.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[infinite0v0's solution](#)

202.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[infinite0v0's solution](#)

203.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

204.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

205.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[infinite0v0's solution](#)

206.

2042B

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

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

[infinite0v0's solution](#)

207.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[infinite0v0's solution](#)

208.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[infinite0v0's solution](#)

209.

2028A

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

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

[infinite0v0's solution](#)

210.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[infinite0v0's solution](#)

211.

2033B

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

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

[infinite0v0's solution](#)

212.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[infinite0v0's solution](#)

213.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[infinite0v0's solution](#)

214.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[infinite0v0's solution](#)

215.

1990A

[Submission Bait](#) · [Tutorial](#)

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

[infinite0v0's solution](#)

216.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

217.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[infinite0v0's solution](#)

218.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[infinite0v0's solution](#)

219.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[infinite0v0's solution](#)

220.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[infinite0v0's solution](#)

221.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[infinite0v0's solution](#)

222.

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[infinite0v0's solution](#)

223.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[infinite0v0's solution](#)

224.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

225.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

226.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[infinite0v0's solution](#)

227.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[infinite0v0's solution](#)

228.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

229.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[infinite0v0's solution](#)

230.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

231.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,899 global accepts · Rating: 1000 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[infinite0v0's solution](#)

232.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[infinite0v0's solution](#)

233.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[infinite0v0's solution](#)

234.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[infinite0v0's solution](#)

235.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[infinite0v0's solution](#)

236.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[infinite0v0's solution](#)

237.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[infinite0v0's solution](#)

238.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[infinite0v0's solution](#)

239.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[infinite0v0's solution](#)

240.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[infinite0v0's solution](#)

241.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[infinite0v0's solution](#)

242.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[infinite0v0's solution](#)

243.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[infinite0v0's solution](#)

244.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[infinite0v0's solution](#)

245.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[infinite0v0's solution](#)

246.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[infinite0v0's solution](#)

247.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[infinite0v0's solution](#)

248.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[infinite0v0's solution](#)

249.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[infinite0v0's solution](#)

250.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[infinite0v0's solution](#)

251.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[infinite0v0's solution](#)

252.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

253.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[infinite0v0's solution](#)

254.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[infinite0v0's solution](#)

255.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[infinite0v0's solution](#)

256.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[infinite0v0's solution](#)

257.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[infinite0v0's solution](#)

258.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[infinite0v0's solution](#)

259.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[infinite0v0's solution](#)

260.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

261.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[infinite0v0's solution](#)

262.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[infinite0v0's solution](#)

263.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[infinite0v0's solution](#)

264.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[infinite0v0's solution](#)

265.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[infinite0v0's solution](#)

266.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[infinite0v0's solution](#)

267.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[infinite0v0's solution](#)

268.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[infinite0v0's solution](#)

269.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[infinite0v0's solution](#)

270.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[infinite0v0's solution](#)

271.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[infinite0v0's solution](#)

272.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[infinite0v0's solution](#)

273.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[infinite0v0's solution](#)

274.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[infinite0v0's solution](#)

275.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[infinite0v0's solution](#)

276.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[infinite0v0's solution](#)

277.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[infinite0v0's solution](#)

278.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings
[infinite0v0's solution](#)

279.

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
[infinite0v0's solution](#)

280.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[infinite0v0's solution](#)

281.

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[infinite0v0's solution](#)

282.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[infinite0v0's solution](#)

283.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[infinite0v0's solution](#)

284.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[infinite0v0's solution](#)

285.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[infinite0v0's solution](#)

286.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[infinite0v0's solution](#)

287.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[infinite0v0's solution](#)

288.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[infinite0v0's solution](#)

289.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-28 · last AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[infinite0v0's solution](#)

290.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[infinite0v0's solution](#)

291.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp,

implementation, two pointers

[infinite0v0's solution](#)

292.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[infinite0v0's solution](#)

293.

2136C

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

Rating: 1200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[infinite0v0's solution](#)

294.

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[infinite0v0's solution](#)

295.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[infinite0v0's solution](#)

296.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[infinite0v0's solution](#)

297.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[infinite0v0's solution](#)

298.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[infinite0v0's solution](#)

299.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[infinite0v0's solution](#)

300.

2121C

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

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[infinite0v0's solution](#)

301.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[infinite0v0's solution](#)

302.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[infinite0v0's solution](#)

303.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[infinite0v0's solution](#)

304.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[infinite0v0's solution](#)

305.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[infinite0v0's solution](#)

306.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-13 · last AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[infinite0v0's solution](#)

307.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[infinite0v0's solution](#)

308.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[infinite0v0's solution](#)

309.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[infinite0v0's solution](#)

310.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[infinite0v0's solution](#)

311.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[infinite0v0's solution](#)

312.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[infinite0v0's solution](#)

313.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[infinite0v0's solution](#)

314.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[infinite0v0's solution](#)

315.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[infinite0v0's solution](#)

316.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[infinite0v0's solution](#)

317.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[infinite0v0's solution](#)

318.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[infinite0v0's solution](#)

319.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[infinite0v0's solution](#)

320.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[infinite0v0's solution](#)

321.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[infinite0v0's solution](#)

322.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[infinite0v0's solution](#)

323.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[infinite0v0's solution](#)

324.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[infinite0v0's solution](#)

325.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[infinite0v0's solution](#)

326.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[infinite0v0's solution](#)

327.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[infinite0v0's solution](#)

328.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[infinite0v0's solution](#)

329.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
[infinite0v0's solution](#)

330.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers
[infinite0v0's solution](#)

331.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[infinite0v0's solution](#)

332.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

333.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[infinite0v0's solution](#)

334.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[infinite0v0's solution](#)

335.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[infinite0v0's solution](#)

336.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[infinite0v0's solution](#)

337.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[infinite0v0's solution](#)

338.

2144C

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

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

339.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[infinite0v0's solution](#)

340.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[infinite0v0's solution](#)

341.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[infinite0v0's solution](#)

342.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[infinite0v0's solution](#)

343.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[infinite0v0's solution](#)

344.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[infinite0v0's solution](#)

345.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

346.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[infinite0v0's solution](#)

347.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[infinite0v0's solution](#)

348.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[infinite0v0's solution](#)

349.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[infinite0v0's solution](#)

350.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[infinite0v0's solution](#)

351.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[infinite0v0's solution](#)

352.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[infinite0v0's solution](#)

353.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings
[infinite0v0's solution](#)

354.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[infinite0v0's solution](#)

355.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[infinite0v0's solution](#)

356.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math
[infinite0v0's solution](#)

357.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[infinite0v0's solution](#)

358.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[infinite0v0's solution](#)

359.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[infinite0v0's solution](#)

360.

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
[infinite0v0's solution](#)

361.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[infinite0v0's solution](#)

362.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[infinite0v0's solution](#)

363.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[infinite0v0's solution](#)

364.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[infinite0v0's solution](#)

365.

2171D

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

Quality: 11,584 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[infinite0v0's solution](#)

366.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[infinite0v0's solution](#)

367.

2156C

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

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[infinite0v0's solution](#)

368.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[infinite0v0's solution](#)

369.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[infinite0v0's solution](#)

370.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[infinite0v0's solution](#)

371.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[infinite0v0's solution](#)

372.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[infinite0v0's solution](#)

373.

2127C

[Trip Shopping · Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[infinite0v0's solution](#)

374.

2123E

[MEX Count · Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[infinite0v0's solution](#)

375.

2110C

[Racing · Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[infinite0v0's solution](#)

376.

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[infinite0v0's solution](#)

377.

2104D

[Array and GCD · Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[infinite0v0's solution](#)

378.

2098B

[Sasha and the Apartment Purchase · Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[infinite0v0's solution](#)

379.

2097A

[Sports Betting · Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[infinite0v0's solution](#)

380.

2084C

[You Soared Afar With Grace · Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[infinite0v0's solution](#)

381.

2067D

[Object Identification · Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[infinite0v0's solution](#)

382.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[infinite0v0's solution](#)

383.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[infinite0v0's solution](#)

384.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[infinite0v0's solution](#)

385.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[infinite0v0's solution](#)

386.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[infinite0v0's solution](#)

387.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[infinite0v0's solution](#)

388.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[infinite0v0's solution](#)

389.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[infinite0v0's solution](#)

390.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[infinite0v0's solution](#)

391.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[infinite0v0's solution](#)

392.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[infinite0v0's solution](#)

393.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[infinite0v0's solution](#)

394.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[infinite0v0's solution](#)

395.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[infinite0v0's solution](#)

396.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

397.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[infinite0v0's solution](#)

398.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[infinite0v0's solution](#)

399.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[infinite0v0's solution](#)

400.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[infinite0v0's solution](#)

401.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[infinite0v0's solution](#)

402.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[infinite0v0's solution](#)

403.

2147C

[Rabbits · Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[infinite0v0's solution](#)

404.

2140C

[Ultimate Value · Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[infinite0v0's solution](#)

405.

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[infinite0v0's solution](#)

406.

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[infinite0v0's solution](#)

407.

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[infinite0v0's solution](#)

408.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[infinite0v0's solution](#)

409.

2075C

[Two Colors · Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[infinite0v0's solution](#)

410.

2078C

[Breach of Faith · Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[infinite0v0's solution](#)

411.

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[infinite0v0's solution](#)

412.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[infinite0v0's solution](#)

413.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[infinite0v0's solution](#)

414.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[infinite0v0's solution](#)

415.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[infinite0v0's solution](#)

416.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[infinite0v0's solution](#)

417.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[infinite0v0's solution](#)

418.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,507 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[infinite0v0's solution](#)

419.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[infinite0v0's solution](#)

420.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[infinite0v0's solution](#)

421.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, graphs, greedy

[infinite0v0's solution](#)

422.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

423.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[infinite0v0's solution](#)

424.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[infinite0v0's solution](#)

425.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[infinite0v0's solution](#)

426.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[infinite0v0's solution](#)

427.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[infinite0v0's solution](#)

428.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[infinite0v0's solution](#)

429.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[infinite0v0's solution](#)

430.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[infinite0v0's solution](#)

431.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[infinite0v0's solution](#)

432.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[infinite0v0's solution](#)

433.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[infinite0v0's solution](#)

434.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
[infinite0v0's solution](#)

435.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[infinite0v0's solution](#)

436.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[infinite0v0's solution](#)

437.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[infinite0v0's solution](#)

438.

2171F

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

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[infinite0v0's solution](#)

439.

2167E

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

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[infinite0v0's solution](#)

440.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
[infinite0v0's solution](#)

441.

2167G

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

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[infinite0v0's solution](#)

442.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[infinite0v0's solution](#)

443.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy
[infinite0v0's solution](#)

444.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[infinite0v0's solution](#)

445.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[infinite0v0's solution](#)

446.

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[infinite0v0's solution](#)

447.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[infinite0v0's solution](#)

448.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[infinite0v0's solution](#)

449.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[infinite0v0's solution](#)

450.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[infinite0v0's solution](#)

451.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[infinite0v0's solution](#)

452.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[infinite0v0's solution](#)

453.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[infinite0v0's solution](#)

454.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[infinite0v0's solution](#)

455.

2047D

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

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

[infinite0v0's solution](#)

456.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[infinite0v0's solution](#)

457.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[infinite0v0's solution](#)

458.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[infinite0v0's solution](#)

459.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[infinite0v0's solution](#)

460.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[infinite0v0's solution](#)

461.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[infinite0v0's solution](#)

462.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[infinite0v0's solution](#)

463.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[infinite0v0's solution](#)

464.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation
[infinite0v0's solution](#)

465.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[infinite0v0's solution](#)

466.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[infinite0v0's solution](#)

467.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[infinite0v0's solution](#)

468.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[infinite0v0's solution](#)

469.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[infinite0v0's solution](#)

470.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[infinite0v0's solution](#)

471.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[infinite0v0's solution](#)

472.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[infinite0v0's solution](#)

473.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[infinite0v0's solution](#)

474.

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[infinite0v0's solution](#)

475.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[infinite0v0's solution](#)

476.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[infinite0v0's solution](#)

477.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[infinite0v0's solution](#)

478.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[infinite0v0's solution](#)

479.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[infinite0v0's solution](#)

480.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[infinite0v0's solution](#)

481.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[infinite0v0's solution](#)

482.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[infinite0v0's solution](#)

483.

2071C

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484.

2072F

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485.

2041D

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Quality: 4,807 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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486.

2053D

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

[infinite0v0's solution](#)

487.

2050F

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Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[infinite0v0's solution](#)

488.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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489.

2031D

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Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[infinite0v0's solution](#)

490.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[infinite0v0's solution](#)

491.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[infinite0v0's solution](#)

492.

2024D

[Skipping · Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[infinite0v0's solution](#)

493.

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

[infinite0v0's solution](#)

494.

2009F

[Firefly's Queries · Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[infinite0v0's solution](#)

495.

2019E

[Tree Pruning · Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[infinite0v0's solution](#)

496.

2010C2

[Message Transmission Error \(hard version\) · Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[infinite0v0's solution](#)

497.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[infinite0v0's solution](#)

498.

1950F

[0, 1, 2, Tree! · Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[infinite0v0's solution](#)

499.

1992E

[Novice's Mistake · Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[infinite0v0's solution](#)

500.

1986E

[Beautiful Array · Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[infinite0v0's solution](#)

501.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[infinite0v0's solution](#)

502.

2188D

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

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

[infinite0v0's solution](#)

503.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[infinite0v0's solution](#)

504.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-01-01 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[infinite0v0's solution](#)

505.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[infinite0v0's solution](#)

506.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[infinite0v0's solution](#)

507.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[infinite0v0's solution](#)

508.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[infinite0v0's solution](#)

509.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[infinite0v0's solution](#)

510.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, greedy, math, number theory, ternary search, two pointers

[infinite0v0's solution](#)

511.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[infinite0v0's solution](#)

512.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[infinite0v0's solution](#)

513.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[infinite0v0's solution](#)

514.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[infinite0v0's solution](#)

515.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[infinite0v0's solution](#)

516.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[infinite0v0's solution](#)

517.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[infinite0v0's solution](#)

518.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[infinite0v0's solution](#)

519.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[infinite0v0's solution](#)

520.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[infinite0v0's solution](#)

521.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[infinite0v0's solution](#)

522.

2069D

[Palindrome Shuffle · Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[infinite0v0's solution](#)

523.

2043D

[Problem about GCD · Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[infinite0v0's solution](#)

524.

1809D

[Binary String Sorting · Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

525.

2042C

[Competitive Fishing · Tutorial](#)

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

[infinite0v0's solution](#)

526.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[infinite0v0's solution](#)

527.

2032D

[Genokraken · Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[infinite0v0's solution](#)

528.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[infinite0v0's solution](#)

529.

2033F

[Kosuke's Sloth · Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[infinite0v0's solution](#)

530.

2014E

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

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[infinite0v0's solution](#)

531.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[infinite0v0's solution](#)

532.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[infinite0v0's solution](#)

533.

1725M

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

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[infinite0v0's solution](#)

534.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[infinite0v0's solution](#)

535.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[infinite0v0's solution](#)

536.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp
[infinite0v0's solution](#)

537.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp
[infinite0v0's solution](#)

538.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
[infinite0v0's solution](#)

539.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[infinite0v0's solution](#)

540.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings
[infinite0v0's solution](#)

541.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[infinite0v0's solution](#)

542.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[infinite0v0's solution](#)

543.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[infinite0v0's solution](#)

544.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[infinite0v0's solution](#)

545.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[infinite0v0's solution](#)

546.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[infinite0v0's solution](#)

547.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[infinite0v0's solution](#)

548.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[infinite0v0's solution](#)

549.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[infinite0v0's solution](#)

550.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[infinite0v0's solution](#)

551.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[infinite0v0's solution](#)

552.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[infinite0v0's solution](#)

553.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[infinite0v0's solution](#)

554.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[infinite0v0's solution](#)

555.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[infinite0v0's solution](#)

556.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[infinite0v0's solution](#)

557.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[infinite0v0's solution](#)

558.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[infinite0v0's solution](#)

559.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[infinite0v0's solution](#)

560.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[infinite0v0's solution](#)

561.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[infinite0v0's solution](#)

562.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, shortest paths

[infinite0v0's solution](#)

563.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[infinite0v0's solution](#)

564.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees

[infinite0v0's solution](#)

565.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[infinite0v0's solution](#)

566.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[infinite0v0's solution](#)

567.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[infinite0v0's solution](#)

568.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[infinite0v0's solution](#)

569.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[infinite0v0's solution](#)

570.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[infinite0v0's solution](#)

571.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[infinite0v0's solution](#)

572.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[infinite0v0's solution](#)

573.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

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574.

1817B

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575.

1613D

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576.

1677C

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577.

1787D

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578.

1777D

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579.

1656D

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580.

1701D

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581.

1902D

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582.

1700D

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583.

2093G

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584.

1784B

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585.

1887B

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586.

2078E

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587.

2064D

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588.

2067E

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589.

2059D

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590.

2053E

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591.

359C

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592.

2049D

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593.

2050G

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594.

2042D

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Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
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595.

1821D

[Black Cells](#) · [Tutorial](#)

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[infinite0v0's solution](#)

596.

2029D

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597.

2036F

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598.

2026D

[Sums of Segments](#) · [Tutorial](#)

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[infinite0v0's solution](#)

599.

2013D

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[infinite0v0's solution](#)

600.

2021C2

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601.

2014H

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602.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[infinite0v0's solution](#)

603.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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604.

2000F

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[infinite0v0's solution](#)

605.

1998C

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Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[infinite0v0's solution](#)

606.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[infinite0v0's solution](#)

607.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[infinite0v0's solution](#)

608.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[infinite0v0's solution](#)

609.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[infinite0v0's solution](#)

610.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

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[infinite0v0's solution](#)

611.

2136E

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Rating: 2000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[infinite0v0's solution](#)

612.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[infinite0v0's solution](#)

613.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[infinite0v0's solution](#)

614.

2140D

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

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[infinite0v0's solution](#)

615.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[infinite0v0's solution](#)

616.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[infinite0v0's solution](#)

617.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[infinite0v0's solution](#)

618.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[infinite0v0's solution](#)

619.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[infinite0v0's solution](#)

620.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[infinite0v0's solution](#)

621.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[infinite0v0's solution](#)

622.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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623.

1974G

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Quality: 5,896 global accepts · Rating: 2000 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[infinite0v0's solution](#)

624.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[infinite0v0's solution](#)

625.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp

[infinite0v0's solution](#)

626.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[infinite0v0's solution](#)

627.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

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628.

2103D

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Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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629.

2096D

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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630.

1156C

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Quality: 6,671 global accepts · Rating: 2000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

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631.

1903E

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Quality: 2,514 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math
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632.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
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633.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[infinite0v0's solution](#)

634.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[infinite0v0's solution](#)

635.

2085D

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Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy
[infinite0v0's solution](#)

636.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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637.

2075D

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Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[infinite0v0's solution](#)

638.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[infinite0v0's solution](#)

639.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[infinite0v0's solution](#)

640.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
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641.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
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642.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[infinite0v0's solution](#)

643.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[infinite0v0's solution](#)

644.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[infinite0v0's solution](#)

645.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[infinite0v0's solution](#)

646.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[infinite0v0's solution](#)

647.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[infinite0v0's solution](#)

648.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

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[infinite0v0's solution](#)

649.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[infinite0v0's solution](#)

650.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms
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651.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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652.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[infinite0v0's solution](#)

653.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[infinite0v0's solution](#)

654.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[infinite0v0's solution](#)

655.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[infinite0v0's solution](#)

656.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

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657.

1988D

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Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

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658.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

659.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[infinite0v0's solution](#)

660.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

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661.

1614D1

[Divan and Kostomuksha \(easy version\) · Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory
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662.

1511E

[Colorings and Dominoes · Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
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663.

2161D

[Locked Out · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[infinite0v0's solution](#)

664.

837D

[Round Subset · Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[infinite0v0's solution](#)

665.

1207F

[Remainder Problem · Tutorial](#)

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666.

1729G

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667.

1187E

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668.

2162F

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669.

2159B

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670.

1223E

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671.

1409F

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672.

1312E

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673.

1575L

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674.

2145E

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675.

1098B

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676.

1454F

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677.

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859E

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2152E

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681.

2149G

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682.

2150C

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683.

1538G

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684.

1654D

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685.

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686.

2132F

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687.

1254B2

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688.

1810E

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689.

1761D

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690.

1343E

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691.

1278D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
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692.

1808D

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693.

1560F2

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694.

1479B2

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695.

2127E

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696.

2124E

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697.

2119D

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698.

1667B

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699.

1799D2

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700.

2123G

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701.

1628D1

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702.

1732C2

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703.

1710B

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704.

1762D

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705.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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706.

1553E

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707.

1801D

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Quality: 2,865 global accepts · Rating: 2100 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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708.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

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709.

1832D1

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710.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
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711.

2115B

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712.

1778D

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Quality: 3,413 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
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713.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
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714.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive
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715.

1864E

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716.

1920E

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717.

1158C

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718.

2107D

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719.

1389D

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720.

1364D

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721.

1771D

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722.

1525E

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723.

1366E

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724.

1510D

[Digits](#) · [Tutorial](#)

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725.

1370E

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726.

1372D

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727.

1411D

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728.

1413E

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729.

1446C

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730.

1499D

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731.

2004E

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732.

2092E

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733.

1605D

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734.

1637E

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735.

1516D

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736.

1626D

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737.

1606E

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738.

1483C

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739.

1555E

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740.

1787E

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741.

1493D

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Quality: 5,744 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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742.

1486D

[Max Median](#) · [Tutorial](#)

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743.

1886D

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744.

286C

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[infinite0v0's solution](#)

745.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

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746.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

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747.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

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748.

2031E

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Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

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749.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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750.

1998D

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Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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751.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[infinite0v0's solution](#)

752.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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753.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

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754.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

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755.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[infinite0v0's solution](#)

756.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[infinite0v0's solution](#)

757.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[infinite0v0's solution](#)

758.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[infinite0v0's solution](#)

759.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[infinite0v0's solution](#)

760.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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761.

1741G

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[infinite0v0's solution](#)

762.

1641C

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Quality: 2,844 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[infinite0v0's solution](#)

763.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[infinite0v0's solution](#)

764.

1765H

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Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy, implementation

[infinite0v0's solution](#)

765.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[infinite0v0's solution](#)

766.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[infinite0v0's solution](#)

767.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[infinite0v0's solution](#)

768.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[infinite0v0's solution](#)

769.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[infinite0v0's solution](#)

770.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[infinite0v0's solution](#)

771.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[infinite0v0's solution](#)

772.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[infinite0v0's solution](#)

773.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[infinite0v0's solution](#)

774.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[infinite0v0's solution](#)

775.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[infinite0v0's solution](#)

776.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[infinite0v0's solution](#)

777.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[infinite0v0's solution](#)

778.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[infinite0v0's solution](#)

779.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar,

greedy, sortings, trees, two pointers

[infinite0v0's solution](#)

780.

1158B

[The minimal unique substrings](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[infinite0v0's solution](#)

781.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[infinite0v0's solution](#)

782.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[infinite0v0's solution](#)

783.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[infinite0v0's solution](#)

784.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[infinite0v0's solution](#)

785.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[infinite0v0's solution](#)

786.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[infinite0v0's solution](#)

787.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[infinite0v0's solution](#)

788.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[infinite0v0's solution](#)

789.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

790.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[infinite0v0's solution](#)

791.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[infinite0v0's solution](#)

792.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[infinite0v0's solution](#)

793.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[infinite0v0's solution](#)

794.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[infinite0v0's solution](#)

795.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[infinite0v0's solution](#)

796.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[infinite0v0's solution](#)

797.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[infinite0v0's solution](#)

798.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[infinite0v0's solution](#)

799.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[infinite0v0's solution](#)

800.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[infinite0v0's solution](#)

801.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[infinite0v0's solution](#)

802.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[infinite0v0's solution](#)

803.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[infinite0v0's solution](#)

804.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices
[infinite0v0's solution](#)

805.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[infinite0v0's solution](#)

806.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[infinite0v0's solution](#)

807.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[infinite0v0's solution](#)

808.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[infinite0v0's solution](#)

809.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[infinite0v0's solution](#)

810.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[infinite0v0's solution](#)

811.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[infinite0v0's solution](#)

812.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[infinite0v0's solution](#)

813.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[infinite0v0's solution](#)

814.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[infinite0v0's solution](#)

815.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[infinite0v0's solution](#)

816.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2025-05-13 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[infinite0v0's solution](#)

817.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[infinite0v0's solution](#)

818.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2025-10-10 · Kotlin 2.2 (first AC) · Tags: *special, binary search, data structures

[infinite0v0's solution](#)

819.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[infinite0v0's solution](#)

820.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[infinite0v0's solution](#)

821.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[infinite0v0's solution](#)

822.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[infinite0v0's solution](#)

823.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[infinite0v0's solution](#)

824.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[infinite0v0's solution](#)

825.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[infinite0v0's solution](#)

826.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[infinite0v0's solution](#)

827.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[infinite0v0's solution](#)

828.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[infinite0v0's solution](#)

829.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[infinite0v0's solution](#)

830.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[infinite0v0's solution](#)

831.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[infinite0v0's solution](#)

832.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[infinite0v0's solution](#)

833.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-05-28 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
[infinite0v0's solution](#)

834.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[infinite0v0's solution](#)

835.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, sortings
[infinite0v0's solution](#)

836.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[infinite0v0's solution](#)

837.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
[infinite0v0's solution](#)

838.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[infinite0v0's solution](#)

839.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[infinite0v0's solution](#)

840.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[infinite0v0's solution](#)

841.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[infinite0v0's solution](#)

842.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[infinite0v0's solution](#)

843.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[infinite0v0's solution](#)

844.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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845.

884D

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846.

1042E

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Quality: 2,081 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

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847.

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search

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848.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

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849.

2098D

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Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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850.

898F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
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851.

915E

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852.

1244F

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Quality: 1,633 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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853.

1182E

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Quality: 3,329 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory
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854.

915G

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Quality: 1,454 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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855.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
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856.

1062E

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Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
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857.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[infinite0v0's solution](#)

858.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[infinite0v0's solution](#)

859.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[infinite0v0's solution](#)

860.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[infinite0v0's solution](#)

861.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[infinite0v0's solution](#)

862.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-02-21 · last AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

863.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[infinite0v0's solution](#)

864.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[infinite0v0's solution](#)

865.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[infinite0v0's solution](#)

866.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[infinite0v0's solution](#)

867.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[infinite0v0's solution](#)

868.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two

pointers

[infinite0v0's solution](#)

869.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[infinite0v0's solution](#)

870.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[infinite0v0's solution](#)

871.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[infinite0v0's solution](#)

872.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[infinite0v0's solution](#)

873.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[infinite0v0's solution](#)

874.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-09-23 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[infinite0v0's solution](#)

875.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[infinite0v0's solution](#)

876.

1794E

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Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[infinite0v0's solution](#)

877.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[infinite0v0's solution](#)

878.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[infinite0v0's solution](#)

879.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[infinite0v0's solution](#)

880.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[infinite0v0's solution](#)

881.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[infinite0v0's solution](#)

882.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[infinite0v0's solution](#)

883.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[infinite0v0's solution](#)

884.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[infinite0v0's solution](#)

885.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[infinite0v0's solution](#)

886.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[infinite0v0's solution](#)

887.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-08-21 · last AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute

force, dfs and similar, dp, graphs, shortest paths

[infinite0v0's solution](#)

888.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-05-12 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[infinite0v0's solution](#)

889.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[infinite0v0's solution](#)

890.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[infinite0v0's solution](#)

891.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[infinite0v0's solution](#)

892.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[infinite0v0's solution](#)

893.

2122D

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Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[infinite0v0's solution](#)

894.

1886E

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Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[infinite0v0's solution](#)

895.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

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896.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, matrices

[infinite0v0's solution](#)

897.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[infinite0v0's solution](#)

898.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

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899.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

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900.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[infinite0v0's solution](#)

901.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[infinite0v0's solution](#)

902.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

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903.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

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904.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

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905.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

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906.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

907.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[infinite0v0's solution](#)

908.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[infinite0v0's solution](#)

909.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[infinite0v0's solution](#)

910.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[infinite0v0's solution](#)

911.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[infinite0v0's solution](#)

912.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[infinite0v0's solution](#)

913.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[infinite0v0's solution](#)

914.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[infinite0v0's solution](#)

915.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[infinite0v0's solution](#)

916.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[infinite0v0's solution](#)

917.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[infinite0v0's solution](#)

918.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[infinite0v0's solution](#)

919.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[infinite0v0's solution](#)

920.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[infinite0v0's solution](#)

921.

1450F

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

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[infinite0v0's solution](#)

922.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[infinite0v0's solution](#)

923.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[infinite0v0's solution](#)

924.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
[infinite0v0's solution](#)

925.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[infinite0v0's solution](#)

926.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[infinite0v0's solution](#)

927.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[infinite0v0's solution](#)

928.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[infinite0v0's solution](#)

929.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[infinite0v0's solution](#)

930.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[infinite0v0's solution](#)

931.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[infinite0v0's solution](#)

932.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[infinite0v0's solution](#)

933.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[infinite0v0's solution](#)

934.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[infinite0v0's solution](#)

935.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[infinite0v0's solution](#)

936.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[infinite0v0's solution](#)

937.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[infinite0v0's solution](#)

938.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

939.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[infinite0v0's solution](#)

940.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[infinite0v0's solution](#)

941.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[infinite0v0's solution](#)

942.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[infinite0v0's solution](#)

943.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[infinite0v0's solution](#)

944.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[infinite0v0's solution](#)

945.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[infinite0v0's solution](#)

946.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[infinite0v0's solution](#)

947.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[infinite0v0's solution](#)

948.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[infinite0v0's solution](#)

949.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[infinite0v0's solution](#)

950.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[infinite0v0's solution](#)

951.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[infinite0v0's solution](#)

952.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[infinite0v0's solution](#)

953.

2125E

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

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[infinite0v0's solution](#)

954.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[infinite0v0's solution](#)

955.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[infinite0v0's solution](#)

956.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[infinite0v0's solution](#)

957.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, sortings

[infinite0v0's solution](#)

958.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[infinite0v0's solution](#)

959.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[infinite0v0's solution](#)

960.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[infinite0v0's solution](#)

961.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-08 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[infinite0v0's solution](#)

962.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-07 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[infinite0v0's solution](#)

963.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[infinite0v0's solution](#)

964.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[infinite0v0's solution](#)

965.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[infinite0v0's solution](#)

966.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms,

greedy, math, trees

[infinite0v0's solution](#)

967.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[infinite0v0's solution](#)

968.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[infinite0v0's solution](#)

969.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[infinite0v0's solution](#)

970.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[infinite0v0's solution](#)

971.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[infinite0v0's solution](#)

972.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[infinite0v0's solution](#)

973.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers

[infinite0v0's solution](#)

974.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[infinite0v0's solution](#)

975.

106465A

[Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

976.

2224B

[Zhily and Mex and Max](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[infinite0v0's solution](#)

977.

2224C

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

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

978.

2224A

[Zhily and Array Operating](#) · [Tutorial](#)

Quality: 5,543 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[infinite0v0's solution](#)

979.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

980.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

981.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

982.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

983.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

984.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

985.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

986.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

987.

104651C

[Clique Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

988.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

989.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

990.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

991.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

992.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

993.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

994.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

995.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

996.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

997.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

998.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

999.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1000.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1001.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1002.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1003.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1004.

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1005.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1006.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1007.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1008.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: —

[infinite0v0's solution](#)

1009.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1010.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1011.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1012.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1013.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1014.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1015.

105891M

[Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1016.

105891F

[LOCK S](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1017.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1018.

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1019.

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1020.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1021.

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: —

[infinite0v0's solution](#)

1022.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1023.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1024.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1025.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1026.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1027.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1028.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1029.

105945H

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

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1030.

105945J

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

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1031.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1032.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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1033.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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1034.

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1035.

105930K

[Path Planning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1036.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1037.

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1038.

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1039.

105930E

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1040.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1041.

105930D

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1042.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1043.

105949K

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

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1044.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1045.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1046.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1047.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1048.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1049.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1050.

105992F

[No explanation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1051.

105992C

[Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1052.

105992K

[Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1053.

105992A

[Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1065.

105887C

[S:TWBRIR](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1066.

105887H

[P:Rorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1067.

105887L

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Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1068.

105887A

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Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1069.

105887F

[b:~Nip!](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1070.

105977F

[^ JbXRM!;](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1071.

105977I

[R:Rorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1072.

105977H

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Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1073.

105977E

[S:atm8b](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1074.

105977C

[N:OMep](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1075.

105977L

[O:Rorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1087.

105924K

[C++11 8b](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1088.

105924A

[GD - Egocentric](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1089.

105924I

[s'Vý--Tut0BIV](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1090.

105924G

[R Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1091.

105909B

[w0it0w,~!š](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1092.

105909L

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1093.

105909C

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1094.

105909I

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1095.

105909G

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1096.

105909D

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1097.

105909E

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1098.

105909A

[Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1099.

105909F

[Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1100.

105909J

[Generate 01 String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1101.

105909M

[Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1102.

105909K

[Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1103.

105909H

[What is all you need?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1104.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1105.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1106.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1107.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1108.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1109.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1110.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1111.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1112.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1113.

104857C

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

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1114.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1115.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1116.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1117.

105851J

[Vũ Niệm](#)

Rating: — · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1118.

105851H

[LinkNtwor5-dlÕ](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1119.

105851I

[g \ LCM](#) [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1120.

105851E

[^nWAP Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1121.

105851G

[Spokele-3/4](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1122.

105851C

[x Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1123.

105851A

[R-d01N2!](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1124.

104651A

[Almost Prefix Concatenation · Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1125.

104651J

[Find the Gap · Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1126.

104651E

[Robot Experiment · Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1127.

105471A

[An Easy Geometry Problem · Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1128.

105471E

[Dominating Point · Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1129.

105471H

[Elimination Series Once More · Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1130.

105471G

[An Easy Math Problem · Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1131.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[infinite0v0's solution](#)

1132.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1133.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1134.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1135.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1136.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1137.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1138.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1139.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1140.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1141.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1142.

105657M

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

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1143.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1144.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1145.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1146.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1147.

105631J

[Jazz Music from the Er-th](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1148.

105631D

[Depths of Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1149.

104008J

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

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1150.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1151.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1152.

104008C

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

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1153.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1154.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1155.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1156.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1157.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1158.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1159.

105588M

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

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1160.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1161.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1162.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1163.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1164.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1165.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1166.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1167.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1168.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1169.

104891J

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Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1170.

104172L

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

Rating: — · first AC: 2024-11-26 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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1171.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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1172.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1173.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1174.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1175.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1176.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1177.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1178.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1179.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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1180.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1181.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1182.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1183.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1184.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1185.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1186.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1187.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1188.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1189.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1190.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1191.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1192.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1193.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1194.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1195.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1196.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1197.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1198.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1199.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1200.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1201.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1202.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1203.

105434C

[LCT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1204.

105434G

[Mobiuspv, Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1205.

105434E

[HoMaCoMoHa!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1206.

105434I

[n!&e](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1207.

105434D

[EjyHaf](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1208.

105434K

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Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1209.

105434H

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Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1210.

105434B

[Qh i s t @ _](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1211.

105434A

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Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1212.

103428E

[CHASE! · Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1213.

103428G

[Shinyruo and KFC · Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1214.

103428D

[Period · Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1215.

103428J

[Circular Billiard Table · Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1216.

103428A

[Goodbye, Ziyin! · Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1217.

104077B

[Cells Coloring · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1218.

104901M

[Almost Convex · Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1219.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1220.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1221.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1222.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1223.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1224.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1225.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1226.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1227.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1228.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1229.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1230.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1231.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1232.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1233.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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1234.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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1235.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1236.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1237.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1238.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1239.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1240.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1241.

105423A

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1242.

105423J

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

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1243.

105423H

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1244.

105423K

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1245.

105423E

[Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1246.

104611K

[Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1247.

104611I

[hard math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1248.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1249.

104611F

[Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1250.

104611A

[Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[infinite0v0's solution](#)

1251.

105386F

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

Rating: — · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1252.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1253.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1254.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1255.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[infinite0v0's solution](#)

1256.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1257.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1258.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1259.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1260.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1261.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1262.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[infinite0v0's solution](#)

1263.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1264.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1265.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1266.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1267.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1268.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1269.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1270.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1271.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1272.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1273.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1274.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1275.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1276.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1277.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1278.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1279.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[infinite0v0's solution](#)

1280.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[infinite0v0's solution](#)

1281.

104976J

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