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Unique solved — irmuun

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

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Filters: none

Count: 4,216

1.

2217A

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2.

2211A

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3.

2204B

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4.

2204A

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5.

2207A

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6.

2192A

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7.

2200B

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8.

2200A

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9.

2203A

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10.

2195A

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11.

2193B

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12.

2193A

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13.

2185B

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14.

2185A

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15.

2183A

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16.

2178A

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17.

2179B

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18.

2179A

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19.

2180B

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20.

2180A

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21.

2173A

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22.

2172A

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23.

2157A

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24.

2171A

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25.

2163A

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26.

2164A

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27.

2154A

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28.

2162A

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29.

2153B

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30.

2153A

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31.

2145A

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32.

2152A

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33.

2149B

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34.

2149A

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35.

2147A

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36.

2143A

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37.

2144A

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38.

2141A

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39.

2140A

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40.

2133B

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41.

2133A

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42.

2122A

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43.

2126B

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44.

2126A

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45.

2124A

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46.

2123B

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47.

2123A

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48.

2121B

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49.

2121A

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50.

2113A

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51.

2118A

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52.

2117B

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53.

2117A

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54.

2111A

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55.

2114A

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Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
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56.

2110A

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57.

2107A

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58.

2108A

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59.

2104A

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60.

2106A

[Dr. TC](#) · [Tutorial](#)

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61.

2103A

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62.

2096A

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63.

2094B

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64.

2094A

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65.

2093A

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66.

2084A

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67.

2086A

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68.

2092A

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69.

2091B

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70.

2091A

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71.

2075A

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72.

2074B

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[irmuun's solution](#)

73.

2074A

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74.

2071A

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75.

2070A

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76.

2072A

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77.

2069A

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78.

2064A

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79.

2065B

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80.

2065A

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81.

2063A

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82.

2061A

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83.

2060A

[Fibonacciness](#) · [Tutorial](#)

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84.

2056A

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85.

2055A

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86.

2057A

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87.

2053A

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88.

2043A

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89.

2051B

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90.

2051A

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91.

2049A

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92.

2048A

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93.

2044C

[Hard Problem](#) · [Tutorial](#)

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94.

2044B

[Normal Problem](#) · [Tutorial](#)

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95.

2044A

[Easy Problem](#) · [Tutorial](#)

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96.

2040A

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97.

2050A

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98.

2035A

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99.

2042A

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100.

2034A

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101.

2038N

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102.

2038J

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[irmuun's solution](#)

103.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

104.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[irmuun's solution](#)

105.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

106.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[irmuun's solution](#)

107.

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
[irmuun's solution](#)

108.

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
[irmuun's solution](#)

109.

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

[irmuun's solution](#)

110.

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

[irmuun's solution](#)

111.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[irmuun's solution](#)

112.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

113.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[irmuun's solution](#)

114.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[irmuun's solution](#)

115.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[irmuun's solution](#)

116.

2014B

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

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[irmuun's solution](#)

117.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

118.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

119.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[irmuun's solution](#)

120.

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[irmuun's solution](#)

121.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

122.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

123.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[irmuun's solution](#)

124.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,106 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[irmuun's solution](#)

125.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

126.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,935 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[irmuun's solution](#)

127.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

128.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[irmuun's solution](#)

129.

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
[irmuun's solution](#)

130.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

131.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[irmuun's solution](#)

132.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[irmuun's solution](#)

133.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[irmuun's solution](#)

134.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

135.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[irmuun's solution](#)

136.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

137.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

138.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[irmuun's solution](#)

139.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[irmuun's solution](#)

140.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[irmuun's solution](#)

141.

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
[irmuun's solution](#)

142.

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
[irmuun's solution](#)

143.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[irmuun's solution](#)

144.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,372 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[irmuun's solution](#)

145.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

146.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[irmuun's solution](#)

147.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[irmuun's solution](#)

148.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[irmuun's solution](#)

149.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[irmuun's solution](#)

150.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[irmuun's solution](#)

151.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[irmuun's solution](#)

152.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[irmuun's solution](#)

153.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,918 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

154.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,710 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

155.

1971A

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

Quality: 59,484 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

156.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[irmuun's solution](#)

157.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

158.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[irmuun's solution](#)

159.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

160.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[irmuun's solution](#)

161.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

162.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[irmuun's solution](#)

163.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,213 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[irmuun's solution](#)

164.

1950A

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

Quality: 69,445 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[irmuun's solution](#)

165.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[irmuun's solution](#)

166.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[irmuun's solution](#)

167.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[irmuun's solution](#)

168.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[irmuun's solution](#)

169.

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[irmuun's solution](#)

170.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[irmuun's solution](#)

171.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[irmuun's solution](#)

172.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

173.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[irmuun's solution](#)

174.

1926A

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

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[irmuun's solution](#)

175.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

176.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

177.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[irmuun's solution](#)

178.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[irmuun's solution](#)

179.

1931A

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

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[irmuun's solution](#)

180.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[irmuun's solution](#)

181.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[irmuun's solution](#)

182.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

183.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[irmuun's solution](#)

184.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

185.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

186.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

187.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[irmuun's solution](#)

188.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[irmuun's solution](#)

189.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[irmuun's solution](#)

190.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[irmuun's solution](#)

191.

1915B

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

Quality: 50,354 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[irmuun's solution](#)

192.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[irmuun's solution](#)

193.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

194.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[irmuun's solution](#)

195.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

196.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[irmuun's solution](#)

197.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[irmuun's solution](#)

198.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

199.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: strings
[irmuun's solution](#)

200.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[irmuun's solution](#)

201.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

202.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[irmuun's solution](#)

203.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,096 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[irmuun's solution](#)

204.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,329 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[irmuun's solution](#)

205.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[irmuun's solution](#)

206.

1899A

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

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207.

1890B

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208.

1890A

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209.

1881A

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210.

1878B

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211.

1878A

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212.

1879A

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213.

1873D

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214.

1873C

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215.

1873B

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216.

1873A

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217.

1870A

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218.

1867A

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219.

1872A

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220.

1866A

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221.

1861A

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222.

1863A

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223.

1864A

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224.

1862B

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225.

1862A

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226.

1858A

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227.

1859A

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228.

1857A

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229.

112A

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230.

263A

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231.

1856A

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232.

1831A

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233.

1836A

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234.

1825A

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235.

1855A

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236.

1849A

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237.

1853A

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238.

1851B

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1851A

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1850C

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1850B

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242.

1850A

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243.

1846B

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1846A

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1847A

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1845A

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247.

1842A

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1843C

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1843B

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1843A

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251.

1834A

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252.

1841A

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1840A

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1838A

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1839A

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257.

1837A

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1833C

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1833A

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1832A

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1791C

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1791B

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263.

1791A

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1829C

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1829B

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1829A

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1818A

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1822C

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1822B

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1822A

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1816A

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1821A

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1802A

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1814A

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1811A

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1805B

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1805A

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278.

1810B

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279.

1810A

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280.

1798A

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281.

1807B

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1799A

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1789B

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288.

1789A

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289.

1795A

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290.

1788A

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291.

1787A

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292.

1790B

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293.

1790A

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294.

1780A

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295.

1792A

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296.

1782A

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297.

1783A

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298.

1768A

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299.

1779A

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1731A

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301.

1763A

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302.

1772B

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303.

1772A

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304.

1774A

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305.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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306.

1767A

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307.

1762A

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308.

1766A

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1758A

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1760B

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1759A

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1754A

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1738A

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1739A

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1686A

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1694A

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1676B

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1676A

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1669C

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1529A

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516.

1527A

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517.

1525A

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518.

1520B

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519.

1520A

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520.

1515A

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521.

1519B

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522.

1519A

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523.

1517A

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524.

1516A

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525.

1514A

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526.

1509A

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527.

1511A

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528.

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529.

1512B

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1512A

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1504A

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532.

1498A

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533.

1506A

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534.

1484A

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535.

1422A

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536.

1499A

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537.

1497A

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538.

1501A

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1493A

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540.

1491A

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543.

1487A

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544.

1480A

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546.

1478A

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1473A

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1472A

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1421A

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552.

1466B

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553.

1466A

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1433B

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1468E

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556.

172A

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557.

291A

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558.

302A

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559.

411A

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560.

629A

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561.

769A

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562.

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563.

964A

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564.

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566.

1431A

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567.

1433A

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568.

1447A

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569.

1457A

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570.

1465A

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1459A

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572.

1462B

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573.

1462A

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574.

1438A

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575.

1461A

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576.

1454B

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1450A

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578.

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579.

1455A

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1451A

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582.

1452C

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1452A

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1440A

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1436A

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586.

1443A

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1445A

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588.

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1408A

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593.

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888A

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770A

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597.

712A

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598.

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601.

1397A

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602.

1400A

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603.

4A

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604.

705A

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605.

1216A

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606.

1200A

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607.

119A

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608.

1392B

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609.

1392A

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610.

1398B

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611.

1398A

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612.

1391B

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613.

1391A

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614.

1393A

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1399B

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616.

1399A

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617.

618A

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618.

673A

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Quality: 10,853 global accepts · Rating: 800 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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619.

664A

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620.

1388A

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621.

1389A

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755A

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1372A

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1374A

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1368A

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735A

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1325B

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884A

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899A

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1305A

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454A

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1300A

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708.

873A

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713.

919A

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714.

330A

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361A

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722.

92A

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723.

937A

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724.

946A

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725.

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726.

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727.

701A

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728.

1096A

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729.

908A

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Quality: 15,841 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

730.

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force

[irmuun's solution](#)

731.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

732.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: math, sortings

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733.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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734.

894A

[QAQ](#) · [Tutorial](#)

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[irmuun's solution](#)

735.

490A

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Quality: 71,011 global accepts · Rating: 800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[irmuun's solution](#)

736.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

737.

381A

[Sereja and Dima](#) · [Tutorial](#)

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738.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math

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739.

822A

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Quality: 36,808 global accepts · Rating: 800 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: implementation, math, number theory

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740.

734B

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Quality: 31,933 global accepts · Rating: 800 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[irmuun's solution](#)

741.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

742.

994A

[Fingerprints](#) · [Tutorial](#)

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[irmuun's solution](#)

743.

1031A

[Golden Plate](#) · [Tutorial](#)

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[irmuun's solution](#)

744.

897A

[Scarborough Fair](#) · [Tutorial](#)

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[irmuun's solution](#)

745.

1143A

[The Doors](#) · [Tutorial](#)

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746.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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747.

987A

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748.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: implementation, strings
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749.

1136A

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750.

1244A

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751.

1015A

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

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752.

1207A

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753.

1281A

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754.

1223A

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755.

1220A

[Cards](#) · [Tutorial](#)

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756.

1287A

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Quality: 22,447 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

757.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[irmuun's solution](#)

758.

1270A

[Card Game](#) · [Tutorial](#)

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759.

1283A

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Quality: 61,298 global accepts · Rating: 800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

760.

1257A

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761.

1255A

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[irmuun's solution](#)

762.

731A

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763.

71A

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764.

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: math

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765.

1196A

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Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

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766.

1191A

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[irmuun's solution](#)

767.

1006A

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[irmuun's solution](#)

768.

760A

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[irmuun's solution](#)

769.

950A

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Quality: 16,376 global accepts · Rating: 800 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, math

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770.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

771.

1130A

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Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

772.

1150A

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[irmuun's solution](#)

773.

1054A

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774.

1038A

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775.

1043A

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776.

1065A

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777.

1092A

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[irmuun's solution](#)

778.

1047A

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[irmuun's solution](#)

779.

1081A

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[irmuun's solution](#)

780.

1106A

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Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

781.

1131A

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Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

782.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-07-05 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[irmuun's solution](#)

783.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: implementation, math

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784.

1194A

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[irmuun's solution](#)

785.

851A

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786.

952A

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787.

978A

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Quality: 30,731 global accepts · Rating: 800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: implementation

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788.

999A

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[irmuun's solution](#)

789.

1009A

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Quality: 12,310 global accepts · Rating: 800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

790.

859A

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[irmuun's solution](#)

791.

750A

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[irmuun's solution](#)

792.

443A

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[irmuun's solution](#)

793.

141A

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[irmuun's solution](#)

794.

144A

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795.

1099A

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796.

540A

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797.

151A

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[irmuun's solution](#)

798.

721A

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799.

711A

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800.

472A

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801.

214A

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802.

492A

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803.

268A

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804.

469A

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[irmuun's solution](#)

805.

520A

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806.

854A

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807.

551A

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808.

1189A

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809.

918A

[Eleven](#) · [Tutorial](#)

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810.

1061A

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811.

1075A

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812.

1088A

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813.

1091A

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814.

1102A

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815.

681A

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816.

1017A

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817.

169A

[Chores](#) · [Tutorial](#)

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818.

447A

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819.

1108A

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

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[irmuun's solution](#)

820.

1041A

[Heist](#) · [Tutorial](#)

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[irmuun's solution](#)

821.

710A

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[irmuun's solution](#)

822.

278A

[Circle Line](#) · [Tutorial](#)

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[irmuun's solution](#)

823.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

824.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

825.

294A

[Shaass and Oskols](#) · [Tutorial](#)

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[irmuun's solution](#)

826.

80A

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Quality: 66,306 global accepts · Rating: 800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: brute force

[irmuun's solution](#)

827.

1060A

[Phone Numbers](#) · [Tutorial](#)

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[irmuun's solution](#)

828.

609A

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[irmuun's solution](#)

829.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation, math

[irmuun's solution](#)

830.

1148A

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

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[irmuun's solution](#)

831.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

832.

732A

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Quality: 88,836 global accepts · Rating: 800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

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833.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[irmuun's solution](#)

834.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

835.

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

836.

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

837.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,529 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

838.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

839.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: games, math

[irmuun's solution](#)

840.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

841.

1183A

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236A

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918.

50A

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919.

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921.

2185C

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922.

2178B

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923.

2157B

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928.

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931.

2093B

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932.

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933.

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1973A

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941.

2013B

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942.

2005A

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943.

1990A

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944.

1988B

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949.

1951A

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951.

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1054.

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1248B

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1313A

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1058.

1433C

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1059.

115A

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1060.

1468N

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1462C

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1445B

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1451B

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1430A

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1426B

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1419A

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1068.

1406A

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1069.

1401A

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1070.

1204B

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1057A

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1380A

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1144B

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1374B

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1076.

1373B

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1077.

1347B

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1078.

1354A

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1079.

1350A

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1080.

1351B

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1081.

44A

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1082.

11A

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1083.

1341A

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1084.

1343A

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439A

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586A

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1087.

622B

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706A

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1089.

1337B

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1090.

914A

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1091.

1335B

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1339A

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729A

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1094.

299B

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1095.

747B

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1096.

793A

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1097.

801B

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1098.

935B

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1099.

808A

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1100.

847G

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1101.

1005B

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1102.

1011A

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1103.

981A

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1104.

1110A

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1095B

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1106.

1107A

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1107.

1055A

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1108.

1106C

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1109.

1330A

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1110.

127A

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137A

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1112.

168A

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1113.

194A

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1114.

199A

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1115.

205A

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1116.

215A

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1117.

244A

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1118.

246A

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1119.

263B

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275A

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1121.

376A

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1122.

373A

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1123.

369A

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412B

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545A

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1128.

549A

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567A

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1130.

572A

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588A

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1132.

631A

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1133.

653A

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1134.

670A

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1135.

768A

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1136.

709A

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1137.

764B

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1138.

868A

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1139.

820A

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810A

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1141.

814A

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1142.

834A

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1143.

839A

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1144.

876A

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1145.

913A

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1146.

948A

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1147.

879A

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1148.

975A

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1149.

1326B

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1150.

129A

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1151.

465A

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1152.

554A

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1153.

841A

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1154.

892A

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1155.

1324A

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1156.

915A

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1157.

918B

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Quality: 19,879 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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1158.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[irmuun's solution](#)

1159.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

1160.

1032A

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Quality: 7,336 global accepts · Rating: 900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1161.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings
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1162.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation, schedules
[irmuun's solution](#)

1163.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

1164.

591A

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Quality: 17,280 global accepts · Rating: 900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation, math
[irmuun's solution](#)

1165.

903A

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Quality: 15,517 global accepts · Rating: 900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

1166.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1167.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings
[irmuun's solution](#)

1168.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1169.

1206B

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Quality: 29,511 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: dp, implementation
[irmuun's solution](#)

1170.

1238A

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Quality: 28,060 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math, number theory
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1171.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math
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1172.

1291A

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Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings
[irmuun's solution](#)

1173.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy
[irmuun's solution](#)

1174.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1175.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

1176.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation
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1177.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: implementation, strings
[irmuun's solution](#)

1178.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation
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1179.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math
[irmuun's solution](#)

1180.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,694 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, math
[irmuun's solution](#)

1181.

1175A

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Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, math
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1182.

863A

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Quality: 10,932 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

1183.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: brute force, implementation
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1184.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

1185.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,781 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, strings
[irmuun's solution](#)

1186.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation
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1187.

1004A

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Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

1188.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, strings

[irmuun's solution](#)

1189.

1113A

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Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[irmuun's solution](#)

1190.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[irmuun's solution](#)

1191.

1166A

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Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[irmuun's solution](#)

1192.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,043 global accepts · Rating: 900 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: implementation, number theory

[irmuun's solution](#)

1193.

6A

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Quality: 22,848 global accepts · Rating: 900 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: brute force, geometry

[irmuun's solution](#)

1194.

10A

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Quality: 8,346 global accepts · Rating: 900 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

1195.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

1196.

276A

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[irmuun's solution](#)

1197.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: math

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1198.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[irmuun's solution](#)

1199.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1200.

160A

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Quality: 143,716 global accepts · Rating: 900 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: greedy, sortings
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1201.

501A

[Contest](#) · [Tutorial](#)

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[irmuun's solution](#)

1202.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,422 global accepts · Rating: 900 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: brute force, greedy
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1203.

807A

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Quality: 23,248 global accepts · Rating: 900 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation, sortings
[irmuun's solution](#)

1204.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,391 global accepts · Rating: 900 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: greedy
[irmuun's solution](#)

1205.

1183B

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Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · last AC: 2019-06-27 · GNU C++11 (first AC) · Tags: math
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1206.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1207.

519A

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Quality: 20,130 global accepts · Rating: 900 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

1208.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

1209.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[irmuun's solution](#)

1210.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy
[irmuun's solution](#)

1211.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,062 global accepts · Rating: 900 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: strings
[irmuun's solution](#)

1212.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,103 global accepts · Rating: 900 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1213.

96A

[Football](#) · [Tutorial](#)

Quality: 193,648 global accepts · Rating: 900 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: implementation, strings
[irmuun's solution](#)

1214.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: geometry, math
[irmuun's solution](#)

1215.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[irmuun's solution](#)

1216.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

1217.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[irmuun's solution](#)

1218.

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[irmuun's solution](#)

1219.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: implementation
[irmuun's solution](#)

1220.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: implementation, math
[irmuun's solution](#)

1221.

2217B

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

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

1222.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[irmuun's solution](#)

1223.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[irmuun's solution](#)

1224.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special
[irmuun's solution](#)

1225.

2203B

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

Quality: 14,293 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[irmuun's solution](#)

1226.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,717 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[irmuun's solution](#)

1227.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[irmuun's solution](#)

1228.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[irmuun's solution](#)

1229.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[irmuun's solution](#)

1230.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

1231.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1232.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[irmuun's solution](#)

1233.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1234.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[irmuun's solution](#)

1235.

2123C

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

Quality: 30,882 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

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1236.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

1237.

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

[irmuun's solution](#)

1238.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

1239.

2093C

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

Quality: 30,845 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[irmuun's solution](#)

1240.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[irmuun's solution](#)

1241.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1242.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,592 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1243.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[irmuun's solution](#)

1244.

2057B

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

Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1245.

2051C

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

Quality: 28,011 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

1246.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

1247.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[irmuun's solution](#)

1248.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[irmuun's solution](#)

1249.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

1250.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[irmuun's solution](#)

1251.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,746 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[irmuun's solution](#)

1252.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[irmuun's solution](#)

1253.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[irmuun's solution](#)

1254.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[irmuun's solution](#)

1255.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[irmuun's solution](#)

1256.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[irmuun's solution](#)

1257.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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1258.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[irmuun's solution](#)

1259.

1969B

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Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1260.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

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1261.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[irmuun's solution](#)

1262.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[irmuun's solution](#)

1263.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

1264.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

1265.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

1266.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,252 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[irmuun's solution](#)

1267.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[irmuun's solution](#)

1268.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[irmuun's solution](#)

1269.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1270.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[irmuun's solution](#)

1271.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[irmuun's solution](#)

1272.

1859B

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

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[irmuun's solution](#)

1273.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

1274.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[irmuun's solution](#)

1275.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[irmuun's solution](#)

1276.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1277.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[irmuun's solution](#)

1278.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[irmuun's solution](#)

1279.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1280.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,268 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[irmuun's solution](#)

1281.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[irmuun's solution](#)

1282.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1283.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[irmuun's solution](#)

1284.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1285.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[irmuun's solution](#)

1286.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

1287.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[irmuun's solution](#)

1288.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

1289.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

1290.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[irmuun's solution](#)

1291.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1292.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[irmuun's solution](#)

1293.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

1294.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1295.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[irmuun's solution](#)

1296.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

1297.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[irmuun's solution](#)

1298.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[irmuun's solution](#)

1299.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[irmuun's solution](#)

1300.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[irmuun's solution](#)

1301.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[irmuun's solution](#)

1302.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1303.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

1304.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1305.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,607 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

1306.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[irmuun's solution](#)

1307.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[irmuun's solution](#)

1308.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[irmuun's solution](#)

1309.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[irmuun's solution](#)

1310.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,071 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[irmuun's solution](#)

1311.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[irmuun's solution](#)

1312.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1313.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[irmuun's solution](#)

1314.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

1315.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[irmuun's solution](#)

1316.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,313 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[irmuun's solution](#)

1317.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[irmuun's solution](#)

1318.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[irmuun's solution](#)

1319.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[irmuun's solution](#)

1320.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[irmuun's solution](#)

1321.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[irmuun's solution](#)

1322.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1323.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[irmuun's solution](#)

1324.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

1325.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[irmuun's solution](#)

1326.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[irmuun's solution](#)

1327.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, implementation
[irmuun's solution](#)

1328.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms
[irmuun's solution](#)

1329.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1330.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[irmuun's solution](#)

1331.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1332.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[irmuun's solution](#)

1333.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[irmuun's solution](#)

1334.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

1335.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[irmuun's solution](#)

1336.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

1337.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[irmuun's solution](#)

1338.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[irmuun's solution](#)

1339.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1340.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[irmuun's solution](#)

1341.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[irmuun's solution](#)

1342.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,506 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1343.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[irmuun's solution](#)

1344.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

1345.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

1346.

1579E1

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

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[irmuun's solution](#)

1347.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

1348.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[irmuun's solution](#)

1349.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1350.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

1351.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1352.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1353.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1354.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1355.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[irmuun's solution](#)

1356.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1357.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1358.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[irmuun's solution](#)

1359.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1360.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[irmuun's solution](#)

1361.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[irmuun's solution](#)

1362.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1363.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[irmuun's solution](#)

1364.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

1365.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1366.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[irmuun's solution](#)

1367.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,631 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[irmuun's solution](#)

1368.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[irmuun's solution](#)

1369.

5A

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Quality: 11,124 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1370.

1490B

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Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[irmuun's solution](#)

1371.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[irmuun's solution](#)

1372.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[irmuun's solution](#)

1373.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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1374.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

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1375.

1020A

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Quality: 9,453 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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1376.

1090M

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Quality: 7,170 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1377.

1139B

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Quality: 19,391 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1378.

1177A

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Quality: 6,770 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1379.

1248A

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Quality: 15,105 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[irmuun's solution](#)

1380.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

1381.

1469A

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Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1382.

1211A

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Quality: 1,584 global accepts · Rating: 1000 · first AC: 2020-12-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

1383.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-12-28 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[irmuun's solution](#)

1384.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-12-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[irmuun's solution](#)

1385.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1386.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

1387.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[irmuun's solution](#)

1388.

102B

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Quality: 31,942 global accepts · Rating: 1000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1389.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[irmuun's solution](#)

1390.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

1391.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[irmuun's solution](#)

1392.

1388B

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Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1393.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1394.

1234B1

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Quality: 19,767 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1395.

1199A

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Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1396.

1244B

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Quality: 17,543 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1397.

1215A

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Quality: 12,184 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[irmuun's solution](#)

1398.

1230B

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Quality: 19,632 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1399.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[irmuun's solution](#)

1400.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1401.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[irmuun's solution](#)

1402.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,929 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[irmuun's solution](#)

1403.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[irmuun's solution](#)

1404.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1405.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[irmuun's solution](#)

1406.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

1407.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[irmuun's solution](#)

1408.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1409.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1410.

1A

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Quality: 320,219 global accepts · Rating: 1000 · first AC: 2019-06-05 · last AC: 2020-05-22 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

1411.

1353C

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Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[irmuun's solution](#)

1412.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1413.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

1414.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

1415.

250A

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Quality: 4,805 global accepts · Rating: 1000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

1416.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[irmuun's solution](#)

1417.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

1418.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1419.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

1420.

368A

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Quality: 7,977 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1421.

284B

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Quality: 7,365 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1422.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1423.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1424.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1425.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1426.

499A

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Quality: 14,718 global accepts · Rating: 1000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1427.

507A

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Quality: 21,742 global accepts · Rating: 1000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[irmuun's solution](#)

1428.

535A

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Quality: 13,008 global accepts · Rating: 1000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1429.

608A

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Quality: 9,916 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1430.

552A

[Vanya and Table](#) · [Tutorial](#)

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[irmuun's solution](#)

1431.

560A

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Quality: 19,885 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

1432.

616B

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Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[irmuun's solution](#)

1433.

622A

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Quality: 10,254 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1434.

641A

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Quality: 6,322 global accepts · Rating: 1000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1435.

670B

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Quality: 11,989 global accepts · Rating: 1000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1436.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1437.

732B

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Quality: 25,769 global accepts · Rating: 1000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

1438.

725A

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1439.

757A

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Quality: 11,821 global accepts · Rating: 1000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1440.

761A

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1441.

766B

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Quality: 38,355 global accepts · Rating: 1000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[irmuun's solution](#)

1442.

777A

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Quality: 10,884 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[irmuun's solution](#)

1443.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1444.

798A

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[irmuun's solution](#)

1445.

804A

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Quality: 16,509 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[irmuun's solution](#)

1446.

816A

[Karen and Morning](#) · [Tutorial](#)

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[irmuun's solution](#)

1447.

822B

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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1448.

831A

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Quality: 11,029 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1449.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[irmuun's solution](#)

1450.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[irmuun's solution](#)

1451.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1452.

939B

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Quality: 11,273 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1453.

958B1

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Quality: 3,932 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1454.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
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1455.

1041B

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Quality: 15,025 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

1456.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[irmuun's solution](#)

1457.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[irmuun's solution](#)

1458.

1243B1

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Quality: 15,359 global accepts · Rating: 1000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: strings
[irmuun's solution](#)

1459.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[irmuun's solution](#)

1460.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

1461.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

1462.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[irmuun's solution](#)

1463.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[irmuun's solution](#)

1464.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[irmuun's solution](#)

1465.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[irmuun's solution](#)

1466.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

1467.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

1468.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory, sortings

[irmuun's solution](#)

1469.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[irmuun's solution](#)

1470.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1471.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

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1472.

844A

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Quality: 12,209 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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1473.

847M

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Quality: 6,809 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1474.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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1475.

978C

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Quality: 29,823 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

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1476.

1020B

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1477.

981B

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Quality: 8,046 global accepts · Rating: 1000 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings
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1478.

998A

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Quality: 10,110 global accepts · Rating: 1000 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1479.

1040A

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1480.

1059A

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Quality: 13,810 global accepts · Rating: 1000 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1481.

1084A

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1482.

1073A

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1483.

1051B

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1484.

182B

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1485.

221A

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1486.

234B

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Quality: 7,696 global accepts · Rating: 1000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings
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1487.

265B

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1488.

400A

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1489.

334A

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1490.

441A

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1491.

450A

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1492.

465B

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1493.

583A

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[irmuun's solution](#)

1494.

604A

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[irmuun's solution](#)

1495.

610A

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1496.

620B

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[irmuun's solution](#)

1497.

626A

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Quality: 6,700 global accepts · Rating: 1000 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

1498.

699A

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[irmuun's solution](#)

1499.

688B

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1500.

680B

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1501.

672B

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1502.

766A

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1503.

724A

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1504.

733A

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1505.

742A

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1506.

805A

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Quality: 19,173 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1507.

805B

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Quality: 18,759 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1508.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1509.

864A

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Quality: 12,294 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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1510.

886B

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Quality: 8,413 global accepts · Rating: 1000 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1511.

888B

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1512.

967B

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1513.

1036A

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1514.

1027A

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1515.

1326A

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1516.

1256A

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1257B

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1260A

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1519.

1221A

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1520.

1312B

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1521.

652B

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1522.

727A

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1523.

753A

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1524.

991A

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1525.

887A

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1526.

849A

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1527.

1300B

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1528.

1293B

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1529.

125B

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1530.

1266A

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1531.

43A

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[irmuun's solution](#)

1532.

1008B

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1533.

1107B

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1534.

1101A

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1535.

379A

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[irmuun's solution](#)

1536.

990A

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[irmuun's solution](#)

1537.

1033A

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1538.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation, strings

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1539.

1117B

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Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

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1540.

1133A

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[irmuun's solution](#)

1541.

1140A

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1542.

1151A

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1543.

1155A

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1544.

1141A

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1545.

1165B

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1546.

1181A

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1547.

230A

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1548.

1195B

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Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, math

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1549.

3A

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1550.

37A

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Quality: 27,690 global accepts · Rating: 1000 · first AC: 2019-06-28 · last AC: 2019-07-17 · GNU C++11 (first AC) · Tags: sortings

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1551.

476A

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Quality: 51,613 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: implementation, math

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1552.

691A

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Quality: 11,138 global accepts · Rating: 1000 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation

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1553.

58A

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1554.

579A

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1555.

339B

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1556.

584A

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1557.

499B

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[irmuun's solution](#)

1558.

268B

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1559.

500A

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1560.

420A

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1561.

628A

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[irmuun's solution](#)

1562.

74A

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1563.

979A

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Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

1564.

1174A

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Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
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1565.

577A

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1566.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: implementation, strings
[irmuun's solution](#)

1567.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: brute force, number theory
[irmuun's solution](#)

1568.

118A

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[irmuun's solution](#)

1569.

237A

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Quality: 29,524 global accepts · Rating: 1000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: implementation
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1570.

1182A

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1571.

515A

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Quality: 21,977 global accepts · Rating: 1000 · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

1572.

69A

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Quality: 202,364 global accepts · Rating: 1000 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: implementation, math
[irmuun's solution](#)

1573.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: brute force, math
[irmuun's solution](#)

1574.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 1000 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: math

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1575.

2211B

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Quality: 11,625 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

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1576.

2195C

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Quality: 20,533 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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1577.

2193D

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Quality: 21,574 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

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1578.

2185D

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Quality: 20,685 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[irmuun's solution](#)

1579.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1580.

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[irmuun's solution](#)

1581.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[irmuun's solution](#)

1582.

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[irmuun's solution](#)

1583.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[irmuun's solution](#)

1584.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[irmuun's solution](#)

1585.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1586.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1587.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[irmuun's solution](#)

1588.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[irmuun's solution](#)

1589.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[irmuun's solution](#)

1590.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[irmuun's solution](#)

1591.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1592.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

1593.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,862 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[irmuun's solution](#)

1594.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)

1595.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[irmuun's solution](#)

1596.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[irmuun's solution](#)

1597.

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[irmuun's solution](#)

1598.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[irmuun's solution](#)

1599.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

1600.

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

[irmuun's solution](#)

1601.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[irmuun's solution](#)

1602.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[irmuun's solution](#)

1603.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[irmuun's solution](#)

1604.

2060D

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

Quality: 26,199 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[irmuun's solution](#)

1605.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[irmuun's solution](#)

1606.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,101 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

1607.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

1608.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1609.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

1610.

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

[irmuun's solution](#)

1611.

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

[irmuun's solution](#)

1612.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

1613.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[irmuun's solution](#)

1614.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[irmuun's solution](#)

1615.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1616.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[irmuun's solution](#)

1617.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[irmuun's solution](#)

1618.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[irmuun's solution](#)

1619.

1995B1

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

Quality: 20,985 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

[irmuun's solution](#)

1620.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[irmuun's solution](#)

1621.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[irmuun's solution](#)

1622.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1623.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1624.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[irmuun's solution](#)

1625.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[irmuun's solution](#)

1626.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[irmuun's solution](#)

1627.

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[irmuun's solution](#)

1628.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

1629.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[irmuun's solution](#)

1630.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[irmuun's solution](#)

1631.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[irmuun's solution](#)

1632.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[irmuun's solution](#)

1633.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[irmuun's solution](#)

1634.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[irmuun's solution](#)

1635.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[irmuun's solution](#)

1636.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,534 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1637.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[irmuun's solution](#)

1638.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

1639.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[irmuun's solution](#)

1640.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[irmuun's solution](#)

1641.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,866 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[irmuun's solution](#)

1642.

1899B

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

Quality: 33,360 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[irmuun's solution](#)

1643.

1873E

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

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[irmuun's solution](#)

1644.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[irmuun's solution](#)

1645.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[irmuun's solution](#)

1646.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1647.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[irmuun's solution](#)

1648.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[irmuun's solution](#)

1649.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[irmuun's solution](#)

1650.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[irmuun's solution](#)

1651.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math
[irmuun's solution](#)

1652.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[irmuun's solution](#)

1653.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[irmuun's solution](#)

1654.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

1655.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

1656.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,493 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[irmuun's solution](#)

1657.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[irmuun's solution](#)

1658.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1659.

1791E

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

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[irmuun's solution](#)

1660.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[irmuun's solution](#)

1661.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[irmuun's solution](#)

1662.

1821B

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

Quality: 28,331 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[irmuun's solution](#)

1663.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

1664.

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[irmuun's solution](#)

1665.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[irmuun's solution](#)

1666.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

1667.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[irmuun's solution](#)

1668.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)

1669.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[irmuun's solution](#)

1670.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

1671.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1672.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[irmuun's solution](#)

1673.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1674.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[irmuun's solution](#)

1675.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[irmuun's solution](#)

1676.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

1677.

120B

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1743C

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1742D

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1741C

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1717B

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1722D

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1706B

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1703D

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1702C

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1700B

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1692D

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1697.

1676E

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1673B

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1669F

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1669D

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1702.

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1703.

690A1

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1656B

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1705.

1638B

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1616B

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522B

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363B

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1720.

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1722.

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103A

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1726.

90B

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1727.

53A

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1728.

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1729.

1146B

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1730.

1166B

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1731.

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1732.

1421B

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1733.

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1734.

1606B

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1735.

1609B

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1610B

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1737.

1604B

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1738.

1602B

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1593D1

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1575A

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1743.

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1744.

1566D1

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1745.

1557B

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1746.

1547C

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1747.

456A

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1748.

313B

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1749.

1534B

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1523B

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1752.

1509B

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1511C

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1511B

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1506B

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1756.

1496B

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1757.

1492B

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1758.

1490C

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1759.

1481B

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1760.

1478B

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1761.

365B

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1762.

433A

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1763.

186A

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1764.

545B

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1765.

66B

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1766.

166A

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1767.

1471B

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1768.

1472C

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1769.

1457B

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1770.

1463A

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1771.

1455C

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1772.

1426C

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1773.

1417B

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1774.

43B

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1775.

253A

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1776.

495A

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1777.

347B

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1778.

834B

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1779.

898B

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1780.

1173B

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1781.

985A

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1782.

755B

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1783.

592B

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1784.

1407A

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1409B

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1401B

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1787.

368B

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1788.

1395B

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1382B

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1375A

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174A

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169B

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1342B

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39D

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46B

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218A

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1802.

218B

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224A

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1804.

242B

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1805.

259B

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1806.

355A

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1807.

289A

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1808.

285A

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296A

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365A

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1811.

381B

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382A

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483A

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535B

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501B

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527A

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1819.

534A

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544A

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556B

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609B

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733B

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714A

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719A

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789A

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835B

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869B

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911A

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1836.

919B

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1837.

938B

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1838.

1335C

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1015C

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1099B

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1119A

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1132A

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1843.

1293A

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1213B

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1221B

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1304B

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1848.

1214B

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1334B

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1850.

316A1

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178A3

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1852.

366A

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1853.

1333B

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349A

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1855.

651A

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1856.

1327A

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1227A

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1324C

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1859.

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1860.

1165A

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292A

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667B

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667A

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797A

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1865.

984B

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883M

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1868.

801A

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1869.

1288A

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1870.

1288B

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1033B

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1038B

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1874.

82A

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190A

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519B

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1879.

630D

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630C

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630J

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1882.

68A

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Quality: 5,363 global accepts · Rating: 1100 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: implementation, number theory

[irmuun's solution](#)

1883.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1884.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1885.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

1886.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

1887.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,825 global accepts · Rating: 1100 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[irmuun's solution](#)

1888.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,830 global accepts · Rating: 1100 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: *special, greedy, implementation

[irmuun's solution](#)

1889.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

1890.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[irmuun's solution](#)

1891.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games,

greedy

[irmuun's solution](#)

1892.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[irmuun's solution](#)

1893.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

1894.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[irmuun's solution](#)

1895.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[irmuun's solution](#)

1896.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[irmuun's solution](#)

1897.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[irmuun's solution](#)

1898.

2126D

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

Quality: 24,016 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[irmuun's solution](#)

1899.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[irmuun's solution](#)

1900.

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1901.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

1902.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1903.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,123 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[irmuun's solution](#)

1904.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

1905.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

1906.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[irmuun's solution](#)

1907.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[irmuun's solution](#)

1908.

2092C

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

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

1909.

2091D

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

Quality: 23,492 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[irmuun's solution](#)

1910.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

1911.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[irmuun's solution](#)

1912.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[irmuun's solution](#)

1913.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1914.

2056C

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

Quality: 19,436 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[irmuun's solution](#)

1915.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[irmuun's solution](#)

1916.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[irmuun's solution](#)

1917.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,921 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[irmuun's solution](#)

1918.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[irmuun's solution](#)

1919.

2050C

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

Quality: 25,002 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[irmuun's solution](#)

1920.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[irmuun's solution](#)

1921.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[irmuun's solution](#)

1922.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[irmuun's solution](#)

1923.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[irmuun's solution](#)

1924.

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[irmuun's solution](#)

1925.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[irmuun's solution](#)

1926.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[irmuun's solution](#)

1927.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[irmuun's solution](#)

1928.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[irmuun's solution](#)

1929.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[irmuun's solution](#)

1930.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[irmuun's solution](#)

1931.

1989B

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

Quality: 23,316 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[irmuun's solution](#)

1932.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[irmuun's solution](#)

1933.

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[irmuun's solution](#)

1934.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[irmuun's solution](#)

1935.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[irmuun's solution](#)

1936.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[irmuun's solution](#)

1937.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[irmuun's solution](#)

1938.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[irmuun's solution](#)

1939.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,938 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[irmuun's solution](#)

1940.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[irmuun's solution](#)

1941.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

1942.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[irmuun's solution](#)

1943.

1926C

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

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[irmuun's solution](#)

1944.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[irmuun's solution](#)

1945.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[irmuun's solution](#)

1946.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[irmuun's solution](#)

1947.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[irmuun's solution](#)

1948.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[irmuun's solution](#)

1949.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[irmuun's solution](#)

1950.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

1951.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[irmuun's solution](#)

1952.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[irmuun's solution](#)

1953.

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[irmuun's solution](#)

1954.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[irmuun's solution](#)

1955.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[irmuun's solution](#)

1956.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

1957.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[irmuun's solution](#)

1958.

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[irmuun's solution](#)

1959.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[irmuun's solution](#)

1960.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[irmuun's solution](#)

1961.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[irmuun's solution](#)

1962.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[irmuun's solution](#)

1963.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,395 global accepts · Rating: 1200 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

1964.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[irmuun's solution](#)

1965.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

1966.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[irmuun's solution](#)

1967.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[irmuun's solution](#)

1968.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[irmuun's solution](#)

1969.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

1970.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,565 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[irmuun's solution](#)

1971.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

1972.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[irmuun's solution](#)

1973.

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

1974.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[irmuun's solution](#)

1975.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[irmuun's solution](#)

1976.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[irmuun's solution](#)

1977.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[irmuun's solution](#)

1978.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[irmuun's solution](#)

1979.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

1980.

1729D

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

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[irmuun's solution](#)

1981.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[irmuun's solution](#)

1982.

459A

[Pashmak and Garden](#) · [Tutorial](#)

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1983.

606A

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1984.

1720C

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1985.

1713C

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1986.

1704C

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1987.

1703E

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1988.

1692E

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1989.

1681C

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1990.

1671C

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1991.

1669G

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1992.

1669E

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1993.

101A

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1994.

80B

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1995.

133B

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1996.

131B

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1997.

88A

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1998.

102A

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1999.

143B

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2000.

151B

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2001.

1656C

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2002.

1657C

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2003.

1647B

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2004.

1650C

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2005.

1635C

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2006.

1619C

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2007.

729B

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2008.

998B

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2009.

961B

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2010.

1029B

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2011.

433B

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2012.

327A

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2013.

208D

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2014.

172B

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2015.

180F

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2016.

33A

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2017.

15A

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2018.

1369B

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2019.

1362B

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2020.

1352C

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2021.

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2022.

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2025.

1586B

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2026.

1598C

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1594C

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1592B

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1578E

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2030.

1581B

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2031.

1559C

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2032.

1553C

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1530C

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2034.

1546B

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2035.

474B

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2036.

1541B

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1384A

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2038.

1539C

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2039.

1537C

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2040.

1536B

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2041.

1520D

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1517B

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1514B

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2044.

1512D

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2045.

1512C

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1510K

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2047.

1504B

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1497C1

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1497B

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2050.

1496C

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1491B

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1490D

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2054.

1485B

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2055.

129B

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2056.

1277B

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2057.

1272B

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2058.

1472D

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1433D

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1454C

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1455B

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2062.

1437B

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1419B

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2064.

1406B

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2065.

1409C

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2066.

1385C

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2067.

1392C

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2068.

902B

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2069.

522A

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2070.

217A

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2071.

1311B

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445A

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1399C

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2074.

1375B

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2076.

1364A

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794B

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754A

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802M1

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842A

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2081.

1363A

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2082.

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2083.

1133C

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Quality: 28,121 global accepts · Rating: 1200 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[irmuun's solution](#)

2084.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[irmuun's solution](#)

2085.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[irmuun's solution](#)

2086.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2019-07-03 · last AC: 2020-05-27 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[irmuun's solution](#)

2087.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

2088.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: strings

[irmuun's solution](#)

2089.

9B

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Quality: 6,188 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[irmuun's solution](#)

2090.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[irmuun's solution](#)

2091.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

2092.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[irmuun's solution](#)

2093.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

2094.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2095.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2096.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

2097.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[irmuun's solution](#)

2098.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2099.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[irmuun's solution](#)

2100.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

2101.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[irmuun's solution](#)

2102.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

2103.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

2104.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2020-05-23 · Kotlin 1.4 (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

2105.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2019-07-16 · last AC: 2020-05-23 · GNU C++11 (first AC) · Tags: implementation, math
[irmuun's solution](#)

2106.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

2107.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[irmuun's solution](#)

2108.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

2109.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[irmuun's solution](#)

2110.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[irmuun's solution](#)

2111.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

2112.

262B

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

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[irmuun's solution](#)

2113.

302B

[Eugeniy and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[irmuun's solution](#)

2114.

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[irmuun's solution](#)

2115.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

2116.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

2117.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
[irmuun's solution](#)

2118.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[irmuun's solution](#)

2119.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

2120.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[irmuun's solution](#)

2121.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2122.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

2123.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[irmuun's solution](#)

2124.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[irmuun's solution](#)

2125.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

2126.

1343C

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

Quality: 44,073 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[irmuun's solution](#)

2127.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[irmuun's solution](#)

2128.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[irmuun's solution](#)

2129.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2130.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[irmuun's solution](#)

2131.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

2132.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

2133.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[irmuun's solution](#)

2134.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[irmuun's solution](#)

2135.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

2136.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

2137.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[irmuun's solution](#)

2138.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[irmuun's solution](#)

2139.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[irmuun's solution](#)

2140.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[irmuun's solution](#)

2141.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

2142.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: implementation, math

[irmuun's solution](#)

2143.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

2144.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2145.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

2146.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,739 global accepts · Rating: 1200 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[irmuun's solution](#)

2147.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[irmuun's solution](#)

2148.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

2149.

492B

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

Quality: 90,189 global accepts · Rating: 1200 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[irmuun's solution](#)

2150.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: games, math

[irmuun's solution](#)

2151.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

2152.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: math, number theory

[irmuun's solution](#)

2153.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: implementation

[irmuun's solution](#)

2154.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1300 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[irmuun's solution](#)

2155.

2211C1

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

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[irmuun's solution](#)

2156.

2206K

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

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[irmuun's solution](#)

2157.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[irmuun's solution](#)

2158.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,783 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2159.

2201A1

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

Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[irmuun's solution](#)

2160.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[irmuun's solution](#)

2161.

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2162.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,203 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[irmuun's solution](#)

2163.

2179D

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

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[irmuun's solution](#)

2164.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[irmuun's solution](#)

2165.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[irmuun's solution](#)

2166.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

2167.

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[irmuun's solution](#)

2168.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[irmuun's solution](#)

2169.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[irmuun's solution](#)

2170.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[irmuun's solution](#)

2171.

2144C

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

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

2172.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[irmuun's solution](#)

2173.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

2174.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[irmuun's solution](#)

2175.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2176.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

2177.

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

2178.

2086C

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

Quality: 16,126 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

[irmuun's solution](#)

2179.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[irmuun's solution](#)

2180.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

2181.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[irmuun's solution](#)

2182.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[irmuun's solution](#)

2183.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[irmuun's solution](#)

2184.

2056B

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

Quality: 17,922 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

[irmuun's solution](#)

2185.

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

[irmuun's solution](#)

2186.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

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2187.

2050D

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Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

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2188.

1973B

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Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

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2189.

2037D

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Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

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2190.

2036D

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2191.

2026B

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2192.

2023A

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2193.

2025C

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2194.

2022B

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Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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2195.

2021C1

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2196.

1999E

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Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
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2197.

1991C

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Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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2198.

1988C

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2199.

1978C

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Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
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2200.

1984C1

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Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[irmuun's solution](#)

2201.

1980C

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Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[irmuun's solution](#)

2202.

1968D

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Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
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2203.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,504 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
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2204.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
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2205.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[irmuun's solution](#)

2206.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
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2207.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[irmuun's solution](#)

2208.

1926D

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

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
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2209.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[irmuun's solution](#)

2210.

1927D

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

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[irmuun's solution](#)

2211.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[irmuun's solution](#)

2212.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,527 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[irmuun's solution](#)

2213.

1913C

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Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
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2214.

1902C

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Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[irmuun's solution](#)

2215.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[irmuun's solution](#)

2216.

276B

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Quality: 32,109 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[irmuun's solution](#)

2217.

1899E

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Quality: 18,275 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[irmuun's solution](#)

2218.

1899D

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Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[irmuun's solution](#)

2219.

1889A

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Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[irmuun's solution](#)

2220.

1881D

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

Quality: 28,431 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2221.

1879C

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Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

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2222.

1873F

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Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

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2223.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[irmuun's solution](#)

2224.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[irmuun's solution](#)

2225.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2226.

1864C

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Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[irmuun's solution](#)

2227.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[irmuun's solution](#)

2228.

1857D

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Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees

[irmuun's solution](#)

2229.

1574C

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Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[irmuun's solution](#)

2230.

1851D

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Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2231.

1850F

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Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[irmuun's solution](#)

2232.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

2233.

1839C

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Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

2234.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)

2235.

1829F

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Quality: 21,852 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math
[irmuun's solution](#)

2236.

1826C

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Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[irmuun's solution](#)

2237.

1821C

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Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings
[irmuun's solution](#)

2238.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
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2239.

1815A

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Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[irmuun's solution](#)

2240.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[irmuun's solution](#)

2241.

1807E

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Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive
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2242.

870C

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Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
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2243.

1788C

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Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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2244.

1768C

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2245.

1774C

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2246.

1766C

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Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
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2247.

1753A1

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Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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2248.

185A

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Quality: 6,521 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

2249.

1746C

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Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[irmuun's solution](#)

2250.

1741D

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Quality: 18,339 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
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2251.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[irmuun's solution](#)

2252.

1271B

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Quality: 12,098 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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2253.

1037B

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Quality: 10,878 global accepts · Rating: 1300 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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2254.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[irmuun's solution](#)

2255.

1733C

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Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[irmuun's solution](#)

2256.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[irmuun's solution](#)

2257.

330B

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Quality: 19,387 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
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2258.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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2259.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[irmuun's solution](#)

2260.

573A

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Quality: 18,202 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[irmuun's solution](#)

2261.

588B

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Quality: 14,993 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math
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2262.

1703F

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Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[irmuun's solution](#)

2263.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[irmuun's solution](#)

2264.

1693A

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Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[irmuun's solution](#)

2265.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[irmuun's solution](#)

2266.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[irmuun's solution](#)

2267.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[irmuun's solution](#)

2268.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[irmuun's solution](#)

2269.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

2270.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[irmuun's solution](#)

2271.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[irmuun's solution](#)

2272.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[irmuun's solution](#)

2273.

1077C

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2274.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2275.

1422B

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Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[irmuun's solution](#)

2276.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

2277.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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2278.

1649B

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Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

2279.

1647C

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Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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2280.

1650D

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Quality: 14,703 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
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2281.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
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2282.

1627B

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Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
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2283.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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2284.

665C

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Quality: 17,240 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
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2285.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
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2286.

476B

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Quality: 37,027 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
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2287.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[irmuun's solution](#)

2288.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[irmuun's solution](#)

2289.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

2290.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

2291.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[irmuun's solution](#)

2292.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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2293.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

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2294.

1556B

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2295.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

2296.

1561B

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Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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2297.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[irmuun's solution](#)

2298.

1555C

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[irmuun's solution](#)

2299.

1555B

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Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[irmuun's solution](#)

2300.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

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2301.

1547D

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Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[irmuun's solution](#)

2302.

451B

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Quality: 52,872 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[irmuun's solution](#)

2303.

1534C

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Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[irmuun's solution](#)

2304.

1538C

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Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[irmuun's solution](#)

2305.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

2306.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[irmuun's solution](#)

2307.

1493B

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Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

2308.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[irmuun's solution](#)

2309.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,167 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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2310.

1203C

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Quality: 24,255 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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2311.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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2312.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

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2313.

932B

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Quality: 9,261 global accepts · Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[irmuun's solution](#)

2314.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[irmuun's solution](#)

2315.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[irmuun's solution](#)

2316.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

2317.

1466C

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Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[irmuun's solution](#)

2318.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[irmuun's solution](#)

2319.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[irmuun's solution](#)

2320.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

2321.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[irmuun's solution](#)

2322.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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2323.

1401C

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Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

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2324.

545D

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Quality: 29,518 global accepts · Rating: 1300 · first AC: 2020-08-18 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings

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2325.

519C

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Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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2326.

1152B

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Quality: 9,316 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

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2327.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[irmuun's solution](#)

2328.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[irmuun's solution](#)

2329.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation,

strings

[irmuun's solution](#)

2330.

27B

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Quality: 5,888 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[irmuun's solution](#)

2331.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[irmuun's solution](#)

2332.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[irmuun's solution](#)

2333.

1372B

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

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)

2334.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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2335.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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2336.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2337.

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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2338.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)

2339.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,844 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2340.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[irmuun's solution](#)

2341.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: implementation
[irmuun's solution](#)

2342.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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2343.

883F

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Quality: 2,385 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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2344.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2020-06-02 · Kotlin 1.4 (first AC) · Tags: dsu, greedy, implementation, trees
[irmuun's solution](#)

2345.

872C

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

Rating: 1300 · first AC: 2020-06-02 · Kotlin 1.4 (first AC) · Tags: dp, greedy, math, number theory
[irmuun's solution](#)

2346.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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2347.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

2348.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2020-06-02 · Kotlin 1.4 (first AC) · Tags: implementation, math
[irmuun's solution](#)

2349.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2020-06-02 · Kotlin 1.4 (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

2350.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[irmuun's solution](#)

2351.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[irmuun's solution](#)

2352.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[irmuun's solution](#)

2353.

1360D

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Quality: 42,999 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

2354.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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2355.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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2356.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
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2357.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[irmuun's solution](#)

2358.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

2359.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: implementation, strings
[irmuun's solution](#)

2360.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[irmuun's solution](#)

2361.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[irmuun's solution](#)

2362.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, two pointers
[irmuun's solution](#)

2363.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: implementation, strings, two pointers
[irmuun's solution](#)

2364.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings
[irmuun's solution](#)

2365.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory
[irmuun's solution](#)

2366.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: brute force, dp
[irmuun's solution](#)

2367.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[irmuun's solution](#)

2368.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: math
[irmuun's solution](#)

2369.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[irmuun's solution](#)

2370.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: *special, combinatorics
[irmuun's solution](#)

2371.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: *special, brute force

[irmuun's solution](#)

2372.

4C

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

Quality: 108,149 global accepts · Rating: 1300 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[irmuun's solution](#)

2373.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: brute force

[irmuun's solution](#)

2374.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[irmuun's solution](#)

2375.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special, greedy, math

[irmuun's solution](#)

2376.

2190B1

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

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[irmuun's solution](#)

2377.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[irmuun's solution](#)

2378.

2173C

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

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[irmuun's solution](#)

2379.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

2380.

2171D

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

Quality: 11,580 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[irmuun's solution](#)

2381.

2171C2

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

Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[irmuun's solution](#)

2382.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[irmuun's solution](#)

2383.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[irmuun's solution](#)

2384.

2162D

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

Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[irmuun's solution](#)

2385.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

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2386.

2133C

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Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[irmuun's solution](#)

2387.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,018 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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2388.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[irmuun's solution](#)

2389.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[irmuun's solution](#)

2390.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[irmuun's solution](#)

2391.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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2392.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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2393.

2104D

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Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[irmuun's solution](#)

2394.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
[irmuun's solution](#)

2395.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2021-07-02 · last AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[irmuun's solution](#)

2396.

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
[irmuun's solution](#)

2397.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[irmuun's solution](#)

2398.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[irmuun's solution](#)

2399.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 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
[irmuun's solution](#)

2400.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[irmuun's solution](#)

2401.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[irmuun's solution](#)

2402.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,217 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[irmuun's solution](#)

2403.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[irmuun's solution](#)

2404.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[irmuun's solution](#)

2405.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[irmuun's solution](#)

2406.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[irmuun's solution](#)

2407.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[irmuun's solution](#)

2408.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[irmuun's solution](#)

2409.

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[irmuun's solution](#)

2410.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[irmuun's solution](#)

2411.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures,

greedy, math

[irmuun's solution](#)

2412.

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

[irmuun's solution](#)

2413.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[irmuun's solution](#)

2414.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

2415.

1986D

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

Quality: 17,963 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

[irmuun's solution](#)

2416.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,379 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[irmuun's solution](#)

2417.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[irmuun's solution](#)

2418.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[irmuun's solution](#)

2419.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[irmuun's solution](#)

2420.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[irmuun's solution](#)

2421.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

2422.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[irmuun's solution](#)

2423.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[irmuun's solution](#)

2424.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[irmuun's solution](#)

2425.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[irmuun's solution](#)

2426.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[irmuun's solution](#)

2427.

1931E

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

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[irmuun's solution](#)

2428.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[irmuun's solution](#)

2429.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[irmuun's solution](#)

2430.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[irmuun's solution](#)

2431.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[irmuun's solution](#)

2432.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[irmuun's solution](#)

2433.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings
[irmuun's solution](#)

2434.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[irmuun's solution](#)

2435.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[irmuun's solution](#)

2436.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms
[irmuun's solution](#)

2437.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[irmuun's solution](#)

2438.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[irmuun's solution](#)

2439.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[irmuun's solution](#)

2440.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[irmuun's solution](#)

2441.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[irmuun's solution](#)

2442.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy
[irmuun's solution](#)

2443.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

2444.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[irmuun's solution](#)

2445.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[irmuun's solution](#)

2446.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[irmuun's solution](#)

2447.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[irmuun's solution](#)

2448.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[irmuun's solution](#)

2449.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,083 global accepts · Rating: 1400 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[irmuun's solution](#)

2450.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[irmuun's solution](#)

2451.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

2452.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math
[irmuun's solution](#)

2453.

1800E1

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

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[irmuun's solution](#)

2454.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[irmuun's solution](#)

2455.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

2456.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2457.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[irmuun's solution](#)

2458.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[irmuun's solution](#)

2459.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[irmuun's solution](#)

2460.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[irmuun's solution](#)

2461.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[irmuun's solution](#)

2462.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[irmuun's solution](#)

2463.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2464.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[irmuun's solution](#)

2465.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[irmuun's solution](#)

2466.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[irmuun's solution](#)

2467.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[irmuun's solution](#)

2468.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2469.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[irmuun's solution](#)

2470.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[irmuun's solution](#)

2471.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[irmuun's solution](#)

2472.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[irmuun's solution](#)

2473.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[irmuun's solution](#)

2474.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[irmuun's solution](#)

2475.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

2476.

1215B

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

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[irmuun's solution](#)

2477.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2478.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[irmuun's solution](#)

2479.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

2480.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[irmuun's solution](#)

2481.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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2482.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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2483.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2484.

1692G

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Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

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2485.

1697C

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Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

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2486.

1676H1

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Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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2487.

1654C

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2488.

1648A

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2489.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[irmuun's solution](#)

2490.

1629C

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Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

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2491.

1627C

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Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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2492.

1624D

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Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

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2493.

1609C

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2494.

1600J

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Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar
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2495.

1573B

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Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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2496.

1559D1

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Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[irmuun's solution](#)

2497.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
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2498.

1551B2

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Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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2499.

1425F

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Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[irmuun's solution](#)

2500.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
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2501.

1526B

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Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
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2502.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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2503.

1519C

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Quality: 22,465 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
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2504.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[irmuun's solution](#)

2505.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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2506.

1506D

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Quality: 25,535 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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2507.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[irmuun's solution](#)

2508.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[irmuun's solution](#)

2509.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

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2510.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2511.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[irmuun's solution](#)

2512.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[irmuun's solution](#)

2513.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[irmuun's solution](#)

2514.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[irmuun's solution](#)**2515.**

445B

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Quality: 14,762 global accepts · Rating: 1400 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[irmuun's solution](#)**2516.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[irmuun's solution](#)**2517.**

1167C

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

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[irmuun's solution](#)**2518.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[irmuun's solution](#)**2519.**

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-12-25 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[irmuun's solution](#)**2520.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[irmuun's solution](#)**2521.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[irmuun's solution](#)**2522.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)**2523.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)**2524.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation,

strings

[irmuun's solution](#)

2525.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[irmuun's solution](#)

2526.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[irmuun's solution](#)

2527.

505B

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Quality: 14,981 global accepts · Rating: 1400 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[irmuun's solution](#)

2528.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[irmuun's solution](#)

2529.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

2530.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[irmuun's solution](#)

2531.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2532.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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2533.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2534.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2535.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[irmuun's solution](#)

2536.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2537.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[irmuun's solution](#)

2538.

272B

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Quality: 4,289 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2539.

279A

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Quality: 5,917 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[irmuun's solution](#)

2540.

279B

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2541.

337B

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2542.

289B

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[irmuun's solution](#)

2543.

284A

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Quality: 7,346 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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2544.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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2545.

448B

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Quality: 17,314 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[irmuun's solution](#)

2546.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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2547.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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2548.

357B

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Quality: 8,551 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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2549.

514B

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Quality: 22,634 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math
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2550.

492C

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Quality: 15,465 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

2551.

507B

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Quality: 26,685 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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2552.

515C

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2553.

534B

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Quality: 11,347 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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2554.

485A

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2555.

520B

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2556.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2019-07-22 · last AC: 2020-06-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

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2557.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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2558.

544B

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Quality: 8,941 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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2559.

698A

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Quality: 37,947 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[irmuun's solution](#)

2560.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[irmuun's solution](#)

2561.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[irmuun's solution](#)

2562.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2563.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2564.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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2565.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[irmuun's solution](#)

2566.

911C

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[irmuun's solution](#)

2567.

934A

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Quality: 7,601 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games
[irmuun's solution](#)

2568.

865A

[Save the problem!](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

2569.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[irmuun's solution](#)

2570.

675B

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Quality: 7,734 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[irmuun's solution](#)

2571.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[irmuun's solution](#)

2572.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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2573.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[irmuun's solution](#)

2574.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[irmuun's solution](#)

2575.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[irmuun's solution](#)

2576.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2577.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

2578.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2579.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2580.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2581.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2582.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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2583.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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2584.

1276A

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Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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2585.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-06-26 · Kotlin 1.4 (first AC) · Tags: math

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2586.

1369C

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2587.

1370C

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2588.

1365C

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Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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2589.

1362C

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Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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2590.

1346B

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Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[irmuun's solution](#)

2591.

1355D

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2592.

1348B

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Quality: 27,489 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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2593.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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2594.

1324D

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Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[irmuun's solution](#)

2595.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
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2596.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[irmuun's solution](#)

2597.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: brute force, sortings
[irmuun's solution](#)

2598.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[irmuun's solution](#)

2599.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[irmuun's solution](#)

2600.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings
[irmuun's solution](#)

2601.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: greedy, sortings
[irmuun's solution](#)

2602.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[irmuun's solution](#)

2603.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[irmuun's solution](#)

2604.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[irmuun's solution](#)

2605.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: combinatorics, math
[irmuun's solution](#)

2606.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: binary search, math
[irmuun's solution](#)

2607.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,067 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory
[irmuun's solution](#)

2608.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[irmuun's solution](#)

2609.

2195E

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

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[irmuun's solution](#)

2610.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[irmuun's solution](#)

2611.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[irmuun's solution](#)

2612.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[irmuun's solution](#)

2613.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[irmuun's solution](#)

2614.

2153C

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

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[irmuun's solution](#)

2615.

2149E

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

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[irmuun's solution](#)

2616.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[irmuun's solution](#)

2617.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[irmuun's solution](#)

2618.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[irmuun's solution](#)

2619.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[irmuun's solution](#)

2620.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 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
[irmuun's solution](#)

2621.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[irmuun's solution](#)

2622.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[irmuun's solution](#)

2623.

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
[irmuun's solution](#)

2624.

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
[irmuun's solution](#)

2625.

2072E

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

Quality: 12,270 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
[irmuun's solution](#)

2626.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[irmuun's solution](#)

2627.

2060E

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

Quality: 12,253 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[irmuun's solution](#)

2628.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[irmuun's solution](#)

2629.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[irmuun's solution](#)

2630.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[irmuun's solution](#)

2631.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,502 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[irmuun's solution](#)

2632.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 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

[irmuun's solution](#)

2633.

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

[irmuun's solution](#)

2634.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

2635.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[irmuun's solution](#)

2636.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[irmuun's solution](#)

2637.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2638.

1997D

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

Quality: 15,912 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

[irmuun's solution](#)

2639.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 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

[irmuun's solution](#)

2640.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

2641.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

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2642.

1958C

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Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

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2643.

1971E

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Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

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2644.

1950E

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Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

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2645.

1949B

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Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[irmuun's solution](#)

2646.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[irmuun's solution](#)

2647.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[irmuun's solution](#)

2648.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[irmuun's solution](#)

2649.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[irmuun's solution](#)

2650.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

2651.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[irmuun's solution](#)

2652.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[irmuun's solution](#)

2653.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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2654.

1872E

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Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[irmuun's solution](#)

2655.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[irmuun's solution](#)

2656.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[irmuun's solution](#)

2657.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[irmuun's solution](#)

2658.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[irmuun's solution](#)

2659.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[irmuun's solution](#)

2660.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[irmuun's solution](#)

2661.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[irmuun's solution](#)

2662.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[irmuun's solution](#)

2663.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[irmuun's solution](#)

2664.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2665.

1800E2

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

Quality: 15,271 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[irmuun's solution](#)

2666.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[irmuun's solution](#)

2667.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[irmuun's solution](#)

2668.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[irmuun's solution](#)**2669.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)**2670.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[irmuun's solution](#)**2671.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)**2672.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)**2673.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)**2674.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[irmuun's solution](#)**2675.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[irmuun's solution](#)**2676.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[irmuun's solution](#)**2677.**

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)**2678.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math,

sortings

[irmuun's solution](#)

2679.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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2680.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

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2681.

1738C

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Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[irmuun's solution](#)

2682.

1739C

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2683.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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2684.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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2685.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

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2686.

1722G

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Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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2687.

1436C

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Quality: 11,669 global accepts · Rating: 1500 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

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2688.

1673C

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Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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2689.

1675E

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Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

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2690.

1389C

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2691.

1338A

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Quality: 30,345 global accepts · Rating: 1500 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

2692.

165B

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Quality: 22,860 global accepts · Rating: 1500 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[irmuun's solution](#)

2693.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2694.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[irmuun's solution](#)

2695.

1690E

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Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[irmuun's solution](#)

2696.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[irmuun's solution](#)

2697.

1659C

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Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[irmuun's solution](#)

2698.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2699.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2700.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[irmuun's solution](#)

2701.

1418C

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Quality: 28,136 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

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2702.

1439A1

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Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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2703.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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2704.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[irmuun's solution](#)

2705.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

2706.

276C

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

Quality: 39,552 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[irmuun's solution](#)

2707.

550C

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Quality: 32,138 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[irmuun's solution](#)

2708.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[irmuun's solution](#)

2709.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation, strings

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2710.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

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[irmuun's solution](#)

2711.

1646C

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Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[irmuun's solution](#)

2712.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-02-25 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

2713.

1005D

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[irmuun's solution](#)

2714.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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2715.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2716.

1133D

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Quality: 16,452 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[irmuun's solution](#)

2717.

1256D

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Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

2718.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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2719.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[irmuun's solution](#)

2720.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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2721.

1506E

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Quality: 14,195 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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2722.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

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2723.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[irmuun's solution](#)

2724.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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2725.

87A

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2726.

75B

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Quality: 3,621 global accepts · Rating: 1500 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

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2727.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[irmuun's solution](#)

2728.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[irmuun's solution](#)

2729.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2730.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

2731.

1552B

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2732.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
[irmuun's solution](#)

2733.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[irmuun's solution](#)

2734.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
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2735.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[irmuun's solution](#)

2736.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[irmuun's solution](#)

2737.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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2738.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

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2739.

18A

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Quality: 6,959 global accepts · Rating: 1500 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
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2740.

48D

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Quality: 2,996 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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2741.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[irmuun's solution](#)

2742.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[irmuun's solution](#)

2743.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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2744.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,789 global accepts · Rating: 1500 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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2745.

1516B

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Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[irmuun's solution](#)

2746.

1484B

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Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[irmuun's solution](#)

2747.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[irmuun's solution](#)

2748.

821C

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[irmuun's solution](#)

2749.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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2750.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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2751.

771A

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Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[irmuun's solution](#)

2752.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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2753.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[irmuun's solution](#)

2754.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[irmuun's solution](#)

2755.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[irmuun's solution](#)

2756.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[irmuun's solution](#)

2757.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

2758.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

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2759.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[irmuun's solution](#)

2760.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-12-28 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

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2761.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[irmuun's solution](#)

2762.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[irmuun's solution](#)

2763.

1426D

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Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[irmuun's solution](#)

2764.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[irmuun's solution](#)

2765.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[irmuun's solution](#)

2766.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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2767.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[irmuun's solution](#)

2768.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[irmuun's solution](#)

2769.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[irmuun's solution](#)

2770.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

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2771.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[irmuun's solution](#)

2772.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[irmuun's solution](#)

2773.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

2774.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[irmuun's solution](#)

2775.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[irmuun's solution](#)

2776.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

2777.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[irmuun's solution](#)

2778.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[irmuun's solution](#)

2779.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[irmuun's solution](#)

2780.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[irmuun's solution](#)

2781.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[irmuun's solution](#)

2782.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[irmuun's solution](#)

2783.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[irmuun's solution](#)

2784.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

2785.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[irmuun's solution](#)

2786.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[irmuun's solution](#)

2787.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

2788.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[irmuun's solution](#)

2789.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[irmuun's solution](#)

2790.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[irmuun's solution](#)

2791.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dp, implementation

[irmuun's solution](#)

2792.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2793.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

2794.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[irmuun's solution](#)

2795.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[irmuun's solution](#)

2796.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2797.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2798.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 1500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: math, number theory

[irmuun's solution](#)

2799.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[irmuun's solution](#)

2800.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[irmuun's solution](#)

2801.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, greedy

[irmuun's solution](#)

2802.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[irmuun's solution](#)

2803.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,462 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

2804.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[irmuun's solution](#)

2805.

2172F

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

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[irmuun's solution](#)

2806.

2171F

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

Quality: 7,128 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[irmuun's solution](#)

2807.

2157D

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

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[irmuun's solution](#)

2808.

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[irmuun's solution](#)

2809.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[irmuun's solution](#)

2810.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[irmuun's solution](#)

2811.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

2812.

2084D

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

Quality: 8,842 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

[irmuun's solution](#)

2813.

2085C

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

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[irmuun's solution](#)

2814.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[irmuun's solution](#)

2815.

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

[irmuun's solution](#)

2816.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[irmuun's solution](#)

2817.

2063C

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

Quality: 14,643 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

[irmuun's solution](#)

2818.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[irmuun's solution](#)

2819.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[irmuun's solution](#)

2820.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 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

[irmuun's solution](#)

2821.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 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

[irmuun's solution](#)

2822.

2048D

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

Quality: 8,310 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

[irmuun's solution](#)

2823.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

2824.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[irmuun's solution](#)

2825.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[irmuun's solution](#)

2826.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[irmuun's solution](#)

2827.

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[irmuun's solution](#)

2828.

2036E

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Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[irmuun's solution](#)

2829.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[irmuun's solution](#)

2830.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[irmuun's solution](#)

2831.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[irmuun's solution](#)

2832.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[irmuun's solution](#)

2833.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[irmuun's solution](#)

2834.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[irmuun's solution](#)

2835.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[irmuun's solution](#)

2836.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special
[irmuun's solution](#)

2837.

1971F

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Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
[irmuun's solution](#)

2838.

1968E

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Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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2839.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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2840.

1946C

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Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
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2841.

1941E

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Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[irmuun's solution](#)

2842.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[irmuun's solution](#)

2843.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math
[irmuun's solution](#)

2844.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[irmuun's solution](#)

2845.

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[irmuun's solution](#)

2846.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[irmuun's solution](#)

2847.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[irmuun's solution](#)

2848.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[irmuun's solution](#)

2849.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,796 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory
[irmuun's solution](#)

2850.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[irmuun's solution](#)

2851.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[irmuun's solution](#)

2852.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[irmuun's solution](#)

2853.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math
[irmuun's solution](#)

2854.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp
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2855.

1741E

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Quality: 17,796 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp
[irmuun's solution](#)

2856.

1849C

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Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[irmuun's solution](#)

2857.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[irmuun's solution](#)

2858.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation
[irmuun's solution](#)

2859.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[irmuun's solution](#)

2860.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math
[irmuun's solution](#)

2861.

1822E

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

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[irmuun's solution](#)

2862.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[irmuun's solution](#)

2863.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[irmuun's solution](#)

2864.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[irmuun's solution](#)

2865.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[irmuun's solution](#)

2866.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[irmuun's solution](#)

2867.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2868.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[irmuun's solution](#)

2869.

1782C

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

Rating: 1600 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[irmuun's solution](#)

2870.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

2871.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[irmuun's solution](#)

2872.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2873.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[irmuun's solution](#)

2874.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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2875.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

2876.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[irmuun's solution](#)

2877.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[irmuun's solution](#)

2878.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[irmuun's solution](#)

2879.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[irmuun's solution](#)

2880.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[irmuun's solution](#)

2881.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[irmuun's solution](#)

2882.

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[irmuun's solution](#)

2883.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[irmuun's solution](#)

2884.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[irmuun's solution](#)

2885.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[irmuun's solution](#)

2886.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[irmuun's solution](#)

2887.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[irmuun's solution](#)

2888.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2889.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[irmuun's solution](#)

2890.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[irmuun's solution](#)

2891.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[irmuun's solution](#)

2892.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[irmuun's solution](#)

2893.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2894.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[irmuun's solution](#)

2895.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms

[irmuun's solution](#)

2896.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[irmuun's solution](#)

2897.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[irmuun's solution](#)

2898.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[irmuun's solution](#)

2899.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[irmuun's solution](#)

2900.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[irmuun's solution](#)

2901.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[irmuun's solution](#)

2902.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[irmuun's solution](#)

2903.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: trees

[irmuun's solution](#)

2904.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[irmuun's solution](#)

2905.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[irmuun's solution](#)

2906.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[irmuun's solution](#)

2907.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2908.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[irmuun's solution](#)

2909.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[irmuun's solution](#)

2910.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

2911.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

2912.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[irmuun's solution](#)

2913.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[irmuun's solution](#)

2914.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[irmuun's solution](#)

2915.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[irmuun's solution](#)

2916.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

2917.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

2918.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

2919.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[irmuun's solution](#)

2920.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[irmuun's solution](#)

2921.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[irmuun's solution](#)

2922.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[irmuun's solution](#)

2923.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[irmuun's solution](#)

2924.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

2925.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[irmuun's solution](#)

2926.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

2927.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[irmuun's solution](#)

2928.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,504 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[irmuun's solution](#)

2929.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[irmuun's solution](#)

2930.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[irmuun's solution](#)

2931.

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

2932.

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[irmuun's solution](#)

2933.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[irmuun's solution](#)

2934.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[irmuun's solution](#)

2935.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

2936.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

2937.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[irmuun's solution](#)

2938.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[irmuun's solution](#)

2939.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[irmuun's solution](#)

2940.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[irmuun's solution](#)

2941.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[irmuun's solution](#)

2942.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[irmuun's solution](#)

2943.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[irmuun's solution](#)

2944.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[irmuun's solution](#)

2945.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp,

greedy, hashing, implementation, string suffix structures, strings, two pointers

[irmuun's solution](#)

2946.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[irmuun's solution](#)

2947.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[irmuun's solution](#)

2948.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[irmuun's solution](#)

2949.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[irmuun's solution](#)

2950.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[irmuun's solution](#)

2951.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[irmuun's solution](#)

2952.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

2953.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[irmuun's solution](#)

2954.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[irmuun's solution](#)

2955.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[irmuun's solution](#)

2956.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[irmuun's solution](#)

2957.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[irmuun's solution](#)

2958.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[irmuun's solution](#)

2959.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing
[irmuun's solution](#)

2960.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[irmuun's solution](#)

2961.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2021-02-27 · Kotlin 1.4 (first AC) · Tags: implementation
[irmuun's solution](#)

2962.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[irmuun's solution](#)

2963.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[irmuun's solution](#)

2964.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[irmuun's solution](#)

2965.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[irmuun's solution](#)

2966.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[irmuun's solution](#)

2967.

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[irmuun's solution](#)

2968.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[irmuun's solution](#)

2969.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[irmuun's solution](#)

2970.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

2971.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[irmuun's solution](#)

2972.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[irmuun's solution](#)

2973.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,198 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[irmuun's solution](#)

2974.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[irmuun's solution](#)

2975.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[irmuun's solution](#)

2976.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[irmuun's solution](#)

2977.

1347E

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

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[irmuun's solution](#)

2978.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

2979.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[irmuun's solution](#)

2980.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[irmuun's solution](#)

2981.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: *special

[irmuun's solution](#)

2982.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: *special, brute force, implementation, number theory

[irmuun's solution](#)

2983.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[irmuun's solution](#)

2984.

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[irmuun's solution](#)

2985.

2203D

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

Quality: 5,431 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[irmuun's solution](#)

2986.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

2987.

2201A2

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

Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[irmuun's solution](#)

2988.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation
[irmuun's solution](#)

2989.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[irmuun's solution](#)

2990.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[irmuun's solution](#)

2991.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[irmuun's solution](#)

2992.

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[irmuun's solution](#)

2993.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[irmuun's solution](#)

2994.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[irmuun's solution](#)

2995.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[irmuun's solution](#)

2996.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[irmuun's solution](#)

2997.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[irmuun's solution](#)

2998.

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[irmuun's solution](#)

2999.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[irmuun's solution](#)

3000.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[irmuun's solution](#)

3001.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[irmuun's solution](#)

3002.

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
[irmuun's solution](#)

3003.

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
[irmuun's solution](#)

3004.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[irmuun's solution](#)

3005.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[irmuun's solution](#)

3006.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[irmuun's solution](#)

3007.

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[irmuun's solution](#)

3008.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[irmuun's solution](#)

3009.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[irmuun's solution](#)

3010.

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[irmuun's solution](#)

3011.

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[irmuun's solution](#)

3012.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[irmuun's solution](#)

3013.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[irmuun's solution](#)

3014.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

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

[irmuun's solution](#)

3015.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[irmuun's solution](#)

3016.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[irmuun's solution](#)

3017.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[irmuun's solution](#)

3018.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[irmuun's solution](#)

3019.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[irmuun's solution](#)

3020.

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

[irmuun's solution](#)

3021.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[irmuun's solution](#)

3022.

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

[irmuun's solution](#)

3023.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[irmuun's solution](#)

3024.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[irmuun's solution](#)

3025.

1995B2

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

Quality: 10,150 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

[irmuun's solution](#)

3026.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math, strings

[irmuun's solution](#)

3027.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[irmuun's solution](#)

3028.

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[irmuun's solution](#)

3029.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[irmuun's solution](#)

3030.

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[irmuun's solution](#)

3031.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[irmuun's solution](#)

3032.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[irmuun's solution](#)

3033.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[irmuun's solution](#)

3034.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[irmuun's solution](#)

3035.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[irmuun's solution](#)

3036.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[irmuun's solution](#)

3037.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[irmuun's solution](#)

3038.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[irmuun's solution](#)

3039.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[irmuun's solution](#)

3040.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[irmuun's solution](#)

3041.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[irmuun's solution](#)

3042.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[irmuun's solution](#)

3043.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[irmuun's solution](#)

3044.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[irmuun's solution](#)

3045.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

3046.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide

and conquer, math, two pointers

[irmuun's solution](#)

3047.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

3048.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[irmuun's solution](#)

3049.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[irmuun's solution](#)

3050.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[irmuun's solution](#)

3051.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[irmuun's solution](#)

3052.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[irmuun's solution](#)

3053.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[irmuun's solution](#)

3054.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[irmuun's solution](#)

3055.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[irmuun's solution](#)

3056.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[irmuun's solution](#)

3057.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

3058.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[irmuun's solution](#)

3059.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[irmuun's solution](#)

3060.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[irmuun's solution](#)

3061.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[irmuun's solution](#)

3062.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[irmuun's solution](#)

3063.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[irmuun's solution](#)

3064.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[irmuun's solution](#)

3065.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2021-03-31 · last AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

3066.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[irmuun's solution](#)

3067.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[irmuun's solution](#)

3068.

1792D

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

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[irmuun's solution](#)

3069.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

3070.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[irmuun's solution](#)

3071.

1779D

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3072.

1688C

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1770C

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1731D

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1772E

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1765D

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1760G

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1735D

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3093.

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1714G

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1695C

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81C

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910C

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3105.

1709D

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1670D

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1706D1

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1702F

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1700C

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1677B

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1228C

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3123.

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3124.

1661C

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1660F1

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3126.

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1611E1

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3135.

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1594D

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3141.

466C

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3143.

1551D1

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1543D1

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1537D

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1538D

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1516C

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3148.

339D

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409D

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409B

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409A

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3152.

1497E1

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1237C1

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3155.

1210A

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3157.

1480C

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3158.

1467B

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3159.

1472E

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3160.

1469D

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3161.

1462E2

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3162.

1465C

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3163.

1451D

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3164.

1392D

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Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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3165.

1368D

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3166.

171H

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3167.

630I

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Quality: 8,263 global accepts · Rating: 1700 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: combinatorics, math

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3168.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: geometry, math

[irmuun's solution](#)

3169.

2211C2

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

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[irmuun's solution](#)

3170.

2204E

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

Quality: 4,783 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[irmuun's solution](#)

3171.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[irmuun's solution](#)

3172.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

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3173.

2199D

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Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special, math

[irmuun's solution](#)

3174.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[irmuun's solution](#)

3175.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[irmuun's solution](#)

3176.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[irmuun's solution](#)

3177.

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[irmuun's solution](#)

3178.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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3179.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[irmuun's solution](#)

3180.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

3181.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[irmuun's solution](#)

3182.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[irmuun's solution](#)

3183.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[irmuun's solution](#)

3184.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[irmuun's solution](#)

3185.

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

[irmuun's solution](#)

3186.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[irmuun's solution](#)

3187.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[irmuun's solution](#)

3188.

2101B

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Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[irmuun's solution](#)

3189.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[irmuun's solution](#)

3190.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[irmuun's solution](#)

3191.

2091F

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

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[irmuun's solution](#)

3192.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[irmuun's solution](#)

3193.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[irmuun's solution](#)

3194.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[irmuun's solution](#)

3195.

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[irmuun's solution](#)

3196.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[irmuun's solution](#)

3197.

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

[irmuun's solution](#)

3198.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[irmuun's solution](#)

3199.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[irmuun's solution](#)

3200.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 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

[irmuun's solution](#)

3201.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[irmuun's solution](#)

3202.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[irmuun's solution](#)

3203.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[irmuun's solution](#)

3204.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[irmuun's solution](#)

3205.

1995C

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Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[irmuun's solution](#)

3206.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[irmuun's solution](#)

3207.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[irmuun's solution](#)

3208.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[irmuun's solution](#)

3209.

1974E

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

Quality: 11,320 global accepts · Rating: 1800 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[irmuun's solution](#)

3210.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[irmuun's solution](#)

3211.

1968F

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Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[irmuun's solution](#)

3212.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[irmuun's solution](#)

3213.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[irmuun's solution](#)

3214.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

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3215.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[irmuun's solution](#)

3216.

1935C

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Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[irmuun's solution](#)

3217.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[irmuun's solution](#)

3218.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
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3219.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
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3220.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
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3221.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
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3222.

1910D

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Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
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3223.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
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3224.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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3225.

1611F

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3226.

1674F

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3227.

1691D

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3228.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
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3229.

1725M

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Quality: 4,390 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
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3230.

1775D

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Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
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3231.

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
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3232.

1734D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers
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3233.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
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3234.

1630B

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Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
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3235.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
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3236.

1732C1

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Quality: 7,574 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
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3237.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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3238.

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

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3239.

1872F

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Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

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3240.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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3241.

1862F

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Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

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3242.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

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3243.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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3244.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[irmuun's solution](#)

3245.

1367D

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

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[irmuun's solution](#)

3246.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[irmuun's solution](#)

3247.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[irmuun's solution](#)

3248.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[irmuun's solution](#)

3249.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[irmuun's solution](#)

3250.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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3251.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[irmuun's solution](#)

3252.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[irmuun's solution](#)

3253.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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3254.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[irmuun's solution](#)

3255.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[irmuun's solution](#)

3256.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[irmuun's solution](#)

3257.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[irmuun's solution](#)

3258.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

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3259.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[irmuun's solution](#)

3260.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[irmuun's solution](#)

3261.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[irmuun's solution](#)

3262.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

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3263.

1548B

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3264.

1304D

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Quality: 6,682 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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3265.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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3266.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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3267.

1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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3268.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

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3269.

1572A

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Quality: 10,430 global accepts · Rating: 1800 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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3270.

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[irmuun's solution](#)

3271.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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3272.

1768D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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3273.

1675F

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Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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3274.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[irmuun's solution](#)

3275.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[irmuun's solution](#)

3276.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[irmuun's solution](#)

3277.

1750D

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Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[irmuun's solution](#)

3278.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[irmuun's solution](#)

3279.

1728D

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Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[irmuun's solution](#)

3280.

1729E

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Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

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3281.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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3282.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[irmuun's solution](#)

3283.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

3284.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[irmuun's solution](#)

3285.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[irmuun's solution](#)

3286.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[irmuun's solution](#)

3287.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

3288.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

3289.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[irmuun's solution](#)

3290.

1509C

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Quality: 15,308 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[irmuun's solution](#)

3291.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[irmuun's solution](#)

3292.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

3293.

141C

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Quality: 2,726 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[irmuun's solution](#)

3294.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[irmuun's solution](#)

3295.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[irmuun's solution](#)

3296.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

3297.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[irmuun's solution](#)

3298.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[irmuun's solution](#)

3299.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[irmuun's solution](#)

3300.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[irmuun's solution](#)

3301.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[irmuun's solution](#)

3302.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[irmuun's solution](#)

3303.

478C

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Quality: 20,593 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[irmuun's solution](#)

3304.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[irmuun's solution](#)

3305.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[irmuun's solution](#)

3306.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[irmuun's solution](#)

3307.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[irmuun's solution](#)

3308.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[irmuun's solution](#)

3309.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

3310.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[irmuun's solution](#)

3311.

1556D

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Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[irmuun's solution](#)

3312.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[irmuun's solution](#)

3313.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[irmuun's solution](#)

3314.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[irmuun's solution](#)

3315.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[irmuun's solution](#)

3316.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[irmuun's solution](#)

3317.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[irmuun's solution](#)

3318.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

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3319.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[irmuun's solution](#)

3320.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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3321.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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3322.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[irmuun's solution](#)

3323.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[irmuun's solution](#)

3324.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[irmuun's solution](#)

3325.

2217D

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

Quality: 3,337 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[irmuun's solution](#)

3326.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[irmuun's solution](#)

3327.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,890 global accepts · Rating: 1900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[irmuun's solution](#)

3328.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
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3329.

2180D

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Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
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3330.

2180C

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Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
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3331.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
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3332.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
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3333.

2157E

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Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
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3334.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
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3335.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
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3336.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[irmuun's solution](#)

3337.

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
[irmuun's solution](#)

3338.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[irmuun's solution](#)

3339.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[irmuun's solution](#)

3340.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[irmuun's solution](#)

3341.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[irmuun's solution](#)

3342.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[irmuun's solution](#)

3343.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[irmuun's solution](#)

3344.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[irmuun's solution](#)

3345.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[irmuun's solution](#)

3346.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[irmuun's solution](#)

3347.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[irmuun's solution](#)

3348.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[irmuun's solution](#)

3349.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[irmuun's solution](#)

3350.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[irmuun's solution](#)

3351.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[irmuun's solution](#)

3352.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[irmuun's solution](#)

3353.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[irmuun's solution](#)

3354.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[irmuun's solution](#)

3355.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[irmuun's solution](#)

3356.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[irmuun's solution](#)

3357.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[irmuun's solution](#)

3358.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[irmuun's solution](#)

3359.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[irmuun's solution](#)

3360.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[irmuun's solution](#)

3361.

2021C2

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

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

[irmuun's solution](#)

3362.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[irmuun's solution](#)

3363.

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[irmuun's solution](#)

3364.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[irmuun's solution](#)

3365.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[irmuun's solution](#)

3366.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[irmuun's solution](#)

3367.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[irmuun's solution](#)

3368.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[irmuun's solution](#)

3369.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[irmuun's solution](#)

3370.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 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

[irmuun's solution](#)

3371.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[irmuun's solution](#)

3372.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[irmuun's solution](#)

3373.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[irmuun's solution](#)

3374.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[irmuun's solution](#)

3375.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[irmuun's solution](#)

3376.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[irmuun's solution](#)

3377.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[irmuun's solution](#)

3378.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

3379.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[irmuun's solution](#)

3380.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[irmuun's solution](#)

3381.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[irmuun's solution](#)

3382.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[irmuun's solution](#)

3383.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[irmuun's solution](#)

3384.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[irmuun's solution](#)

3385.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

3386.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[irmuun's solution](#)

3387.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[irmuun's solution](#)

3388.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

3389.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,635 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[irmuun's solution](#)

3390.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[irmuun's solution](#)

3391.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[irmuun's solution](#)

3392.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[irmuun's solution](#)

3393.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[irmuun's solution](#)

3394.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[irmuun's solution](#)

3395.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[irmuun's solution](#)

3396.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[irmuun's solution](#)

3397.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[irmuun's solution](#)

3398.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[irmuun's solution](#)

3399.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[irmuun's solution](#)

3400.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[irmuun's solution](#)

3401.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[irmuun's solution](#)

3402.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[irmuun's solution](#)

3403.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[irmuun's solution](#)

3404.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[irmuun's solution](#)

3405.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[irmuun's solution](#)

3406.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[irmuun's solution](#)

3407.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[irmuun's solution](#)

3408.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[irmuun's solution](#)

3409.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[irmuun's solution](#)

3410.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[irmuun's solution](#)

3411.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[irmuun's solution](#)

3412.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[irmuun's solution](#)

3413.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

3414.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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3415.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

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3416.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[irmuun's solution](#)

3417.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[irmuun's solution](#)

3418.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

3419.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[irmuun's solution](#)

3420.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[irmuun's solution](#)

3421.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[irmuun's solution](#)

3422.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[irmuun's solution](#)

3423.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[irmuun's solution](#)

3424.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[irmuun's solution](#)

3425.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[irmuun's solution](#)

3426.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[irmuun's solution](#)

3427.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[irmuun's solution](#)

3428.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[irmuun's solution](#)

3429.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory

[irmuun's solution](#)

3430.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[irmuun's solution](#)

3431.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: games

[irmuun's solution](#)

3432.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[irmuun's solution](#)

3433.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[irmuun's solution](#)

3434.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[irmuun's solution](#)

3435.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[irmuun's solution](#)

3436.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

3437.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[irmuun's solution](#)

3438.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[irmuun's solution](#)

3439.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[irmuun's solution](#)

3440.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[irmuun's solution](#)

3441.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[irmuun's solution](#)

3442.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

3443.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[irmuun's solution](#)

3444.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[irmuun's solution](#)

3445.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[irmuun's solution](#)

3446.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[irmuun's solution](#)

3447.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[irmuun's solution](#)

3448.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

3449.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[irmuun's solution](#)

3450.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[irmuun's solution](#)

3451.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[irmuun's solution](#)

3452.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[irmuun's solution](#)

3453.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[irmuun's solution](#)

3454.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[irmuun's solution](#)

3455.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

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3456.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

3457.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[irmuun's solution](#)

3458.

1650E

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Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[irmuun's solution](#)

3459.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2022-02-25 · Kotlin 1.4 (first AC) · Tags: bitmasks, math, number theory, strings
[irmuun's solution](#)

3460.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
[irmuun's solution](#)

3461.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[irmuun's solution](#)

3462.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[irmuun's solution](#)

3463.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[irmuun's solution](#)

3464.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[irmuun's solution](#)

3465.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms
[irmuun's solution](#)

3466.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[irmuun's solution](#)

3467.

1471D

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

Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[irmuun's solution](#)

3468.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[irmuun's solution](#)

3469.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[irmuun's solution](#)

3470.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: math

[irmuun's solution](#)

3471.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[irmuun's solution](#)

3472.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, math

[irmuun's solution](#)

3473.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[irmuun's solution](#)

3474.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

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3475.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[irmuun's solution](#)

3476.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[irmuun's solution](#)

3477.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[irmuun's solution](#)

3478.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[irmuun's solution](#)

3479.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[irmuun's solution](#)

3480.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[irmuun's solution](#)

3481.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[irmuun's solution](#)

3482.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[irmuun's solution](#)

3483.

2140D

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

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[irmuun's solution](#)

3484.

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
[irmuun's solution](#)

3485.

2103D

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

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
[irmuun's solution](#)

3486.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[irmuun's solution](#)

3487.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[irmuun's solution](#)

3488.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[irmuun's solution](#)

3489.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[irmuun's solution](#)

3490.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[irmuun's solution](#)

3491.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[irmuun's solution](#)

3492.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[irmuun's solution](#)

3493.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[irmuun's solution](#)

3494.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[irmuun's solution](#)

3495.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[irmuun's solution](#)

3496.

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

[irmuun's solution](#)

3497.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[irmuun's solution](#)

3498.

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

[irmuun's solution](#)

3499.

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

[irmuun's solution](#)

3500.

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[irmuun's solution](#)

3501.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[irmuun's solution](#)

3502.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[irmuun's solution](#)

3503.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[irmuun's solution](#)

3504.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[irmuun's solution](#)

3505.

2014F

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Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[irmuun's solution](#)

3506.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[irmuun's solution](#)

3507.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[irmuun's solution](#)

3508.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

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

[irmuun's solution](#)

3509.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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3510.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
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3511.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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3512.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[irmuun's solution](#)

3513.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[irmuun's solution](#)

3514.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[irmuun's solution](#)

3515.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics
[irmuun's solution](#)

3516.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[irmuun's solution](#)

3517.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[irmuun's solution](#)

3518.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[irmuun's solution](#)

3519.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[irmuun's solution](#)

3520.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[irmuun's solution](#)

3521.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[irmuun's solution](#)

3522.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[irmuun's solution](#)

3523.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
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3524.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[irmuun's solution](#)

3525.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
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3526.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
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3527.

1624E

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
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3528.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[irmuun's solution](#)

3529.

1558C

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[irmuun's solution](#)

3530.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[irmuun's solution](#)

3531.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[irmuun's solution](#)

3532.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers
[irmuun's solution](#)

3533.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
[irmuun's solution](#)

3534.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings
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3535.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math
[irmuun's solution](#)

3536.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[irmuun's solution](#)

3537.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[irmuun's solution](#)

3538.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[irmuun's solution](#)

3539.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[irmuun's solution](#)

3540.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[irmuun's solution](#)

3541.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[irmuun's solution](#)

3542.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[irmuun's solution](#)

3543.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[irmuun's solution](#)

3544.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[irmuun's solution](#)

3545.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[irmuun's solution](#)

3546.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[irmuun's solution](#)

3547.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[irmuun's solution](#)

3548.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

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3549.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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3550.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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3551.

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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3552.

1612E

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Quality: 2,817 global accepts · Rating: 2000 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

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3553.

1574D

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3554.

1672F1

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3555.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

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3556.

1851G

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3557.

1349C

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3558.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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3559.

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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3560.

1744F

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3561.

1796D

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers
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3562.

1841D

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Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
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3563.

1599C

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3564.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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3565.

1827B1

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Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
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3566.

1702G2

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Quality: 5,788 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
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3567.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[irmuun's solution](#)

3568.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
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3569.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[irmuun's solution](#)

3570.

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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3571.

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[irmuun's solution](#)

3572.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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3573.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[irmuun's solution](#)

3574.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[irmuun's solution](#)

3575.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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3576.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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3577.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[irmuun's solution](#)

3578.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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3579.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[irmuun's solution](#)

3580.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[irmuun's solution](#)

3581.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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3582.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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3583.

1690G

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Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

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3584.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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3585.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[irmuun's solution](#)

3586.

1620D

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Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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3587.

1618F

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Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[irmuun's solution](#)

3588.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

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3589.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[irmuun's solution](#)

3590.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[irmuun's solution](#)

3591.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[irmuun's solution](#)

3592.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[irmuun's solution](#)

3593.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[irmuun's solution](#)

3594.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: *special

[irmuun's solution](#)

3595.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

3596.

2192E

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

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[irmuun's solution](#)

3597.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

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3598.

2210C2

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

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory
[irmuun's solution](#)

3599.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

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3600.

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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3601.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special, binary search, greedy

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3602.

2193G

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Quality: 2,238 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

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3603.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

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3604.

2183D2

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Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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3605.

2172K

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3606.

2163D1

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Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

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3607.

2162F

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3608.

2159B

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Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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3609.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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3610.

2152E

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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3611.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

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3612.

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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3613.

2141E

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Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

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3614.

590B

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Quality: 2,030 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math

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3615.

2124E

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Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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3616.

2123G

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Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

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3617.

2107D

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Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

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3618.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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3619.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

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3620.

2068C

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Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

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3621.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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3622.

2005E1

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

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3623.

2051G

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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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3624.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

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3625.

2052D

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Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

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3626.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[irmuun's solution](#)

3627.

2045I

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Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[irmuun's solution](#)

3628.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[irmuun's solution](#)

3629.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[irmuun's solution](#)

3630.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[irmuun's solution](#)

3631.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[irmuun's solution](#)

3632.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[irmuun's solution](#)

3633.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[irmuun's solution](#)

3634.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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3635.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

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3636.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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3637.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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3638.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, greedy, implementation

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3639.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[irmuun's solution](#)

3640.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[irmuun's solution](#)

3641.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[irmuun's solution](#)

3642.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3643.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[irmuun's solution](#)

3644.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[irmuun's solution](#)

3645.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[irmuun's solution](#)

3646.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[irmuun's solution](#)

3647.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[irmuun's solution](#)

3648.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[irmuun's solution](#)

3649.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[irmuun's solution](#)

3650.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[irmuun's solution](#)

3651.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[irmuun's solution](#)

3652.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[irmuun's solution](#)

3653.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[irmuun's solution](#)

3654.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[irmuun's solution](#)

3655.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[irmuun's solution](#)

3656.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[irmuun's solution](#)

3657.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[irmuun's solution](#)

3658.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[irmuun's solution](#)

3659.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[irmuun's solution](#)

3660.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[irmuun's solution](#)

3661.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[irmuun's solution](#)

3662.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[irmuun's solution](#)

3663.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3664.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[irmuun's solution](#)

3665.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[irmuun's solution](#)

3666.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[irmuun's solution](#)

3667.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[irmuun's solution](#)

3668.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[irmuun's solution](#)

3669.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[irmuun's solution](#)

3670.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[irmuun's solution](#)

3671.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees
[irmuun's solution](#)

3672.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[irmuun's solution](#)

3673.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[irmuun's solution](#)

3674.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[irmuun's solution](#)

3675.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search
[irmuun's solution](#)

3676.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
[irmuun's solution](#)

3677.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[irmuun's solution](#)

3678.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[irmuun's solution](#)

3679.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[irmuun's solution](#)

3680.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[irmuun's solution](#)

3681.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[irmuun's solution](#)

3682.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[irmuun's solution](#)

3683.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[irmuun's solution](#)

3684.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[irmuun's solution](#)

3685.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[irmuun's solution](#)

3686.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[irmuun's solution](#)

3687.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[irmuun's solution](#)

3688.

2126G1

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

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[irmuun's solution](#)

3689.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[irmuun's solution](#)

3690.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[irmuun's solution](#)

3691.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[irmuun's solution](#)

3692.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[irmuun's solution](#)

3693.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[irmuun's solution](#)

3694.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[irmuun's solution](#)

3695.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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3696.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[irmuun's solution](#)

3697.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[irmuun's solution](#)

3698.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics,

dp, number theory

[irmuun's solution](#)

3699.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[irmuun's solution](#)

3700.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[irmuun's solution](#)

3701.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[irmuun's solution](#)

3702.

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

[irmuun's solution](#)

3703.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[irmuun's solution](#)

3704.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[irmuun's solution](#)

3705.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[irmuun's solution](#)

3706.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[irmuun's solution](#)

3707.

287D

[Shifting](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

3708.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[irmuun's solution](#)

3709.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[irmuun's solution](#)

3710.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[irmuun's solution](#)

3711.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[irmuun's solution](#)

3712.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[irmuun's solution](#)

3713.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[irmuun's solution](#)

3714.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[irmuun's solution](#)

3715.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[irmuun's solution](#)

3716.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

3717.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[irmuun's solution](#)

3718.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[irmuun's solution](#)

3719.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[irmuun's solution](#)

3720.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[irmuun's solution](#)

3721.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

3722.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[irmuun's solution](#)

3723.

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[irmuun's solution](#)

3724.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[irmuun's solution](#)

3725.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[irmuun's solution](#)

3726.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[irmuun's solution](#)

3727.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[irmuun's solution](#)

3728.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[irmuun's solution](#)

3729.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[irmuun's solution](#)

3730.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[irmuun's solution](#)

3731.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[irmuun's solution](#)

3732.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[irmuun's solution](#)

3733.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[irmuun's solution](#)

3734.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

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3735.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[irmuun's solution](#)

3736.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[irmuun's solution](#)

3737.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[irmuun's solution](#)

3738.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[irmuun's solution](#)

3739.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers
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3740.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[irmuun's solution](#)

3741.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[irmuun's solution](#)

3742.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[irmuun's solution](#)

3743.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers
[irmuun's solution](#)

3744.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[irmuun's solution](#)

3745.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[irmuun's solution](#)

3746.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[irmuun's solution](#)

3747.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[irmuun's solution](#)

3748.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[irmuun's solution](#)

3749.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[irmuun's solution](#)

3750.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[irmuun's solution](#)

3751.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[irmuun's solution](#)

3752.

2172L

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

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[irmuun's solution](#)

3753.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[irmuun's solution](#)

3754.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[irmuun's solution](#)

3755.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[irmuun's solution](#)

3756.

2124F1

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

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[irmuun's solution](#)

3757.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[irmuun's solution](#)

3758.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[irmuun's solution](#)

3759.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[irmuun's solution](#)

3760.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[irmuun's solution](#)

3761.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[irmuun's solution](#)

3762.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special
[irmuun's solution](#)

3763.

2068A

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

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

3764.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[irmuun's solution](#)

3765.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[irmuun's solution](#)

3766.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[irmuun's solution](#)

3767.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[irmuun's solution](#)

3768.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[irmuun's solution](#)

3769.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[irmuun's solution](#)

3770.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[irmuun's solution](#)

3771.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[irmuun's solution](#)

3772.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[irmuun's solution](#)

3773.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3774.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[irmuun's solution](#)

3775.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[irmuun's solution](#)

3776.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[irmuun's solution](#)

3777.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[irmuun's solution](#)

3778.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[irmuun's solution](#)

3779.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[irmuun's solution](#)

3780.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[irmuun's solution](#)

3781.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[irmuun's solution](#)

3782.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[irmuun's solution](#)

3783.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[irmuun's solution](#)

3784.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[irmuun's solution](#)

3785.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[irmuun's solution](#)

3786.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[irmuun's solution](#)

3787.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[irmuun's solution](#)

3788.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
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3789.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[irmuun's solution](#)

3790.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[irmuun's solution](#)

3791.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

3792.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[irmuun's solution](#)

3793.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[irmuun's solution](#)

3794.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
[irmuun's solution](#)

3795.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[irmuun's solution](#)

3796.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[irmuun's solution](#)

3797.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices
[irmuun's solution](#)

3798.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[irmuun's solution](#)

3799.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[irmuun's solution](#)

3800.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[irmuun's solution](#)

3801.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[irmuun's solution](#)

3802.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[irmuun's solution](#)

3803.

1496E

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

Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[irmuun's solution](#)

3804.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[irmuun's solution](#)

3805.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[irmuun's solution](#)

3806.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[irmuun's solution](#)

3807.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[irmuun's solution](#)

3808.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[irmuun's solution](#)

3809.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[irmuun's solution](#)

3810.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[irmuun's solution](#)

3811.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[irmuun's solution](#)

3812.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[irmuun's solution](#)

3813.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[irmuun's solution](#)

3814.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[irmuun's solution](#)

3815.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[irmuun's solution](#)

3816.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[irmuun's solution](#)

3817.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[irmuun's solution](#)

3818.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[irmuun's solution](#)

3819.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[irmuun's solution](#)

3820.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[irmuun's solution](#)

3821.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[irmuun's solution](#)

3822.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[irmuun's solution](#)

3823.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[irmuun's solution](#)

3824.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[irmuun's solution](#)

3825.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[irmuun's solution](#)

3826.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[irmuun's solution](#)

3827.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[irmuun's solution](#)

3828.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[irmuun's solution](#)

3829.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[irmuun's solution](#)

3830.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[irmuun's solution](#)

3831.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[irmuun's solution](#)

3832.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

3833.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[irmuun's solution](#)

3834.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[irmuun's solution](#)

3835.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[irmuun's solution](#)

3836.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[irmuun's solution](#)

3837.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number

theory

[irmuun's solution](#)

3838.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[irmuun's solution](#)

3839.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3840.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[irmuun's solution](#)

3841.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[irmuun's solution](#)

3842.

2126G2

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

Quality: 1,162 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[irmuun's solution](#)

3843.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[irmuun's solution](#)

3844.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[irmuun's solution](#)

3845.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[irmuun's solution](#)

3846.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[irmuun's solution](#)

3847.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[irmuun's solution](#)

3848.

2086E

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

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[irmuun's solution](#)

3849.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[irmuun's solution](#)

3850.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
[irmuun's solution](#)

3851.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[irmuun's solution](#)

3852.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[irmuun's solution](#)

3853.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[irmuun's solution](#)

3854.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[irmuun's solution](#)

3855.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp
[irmuun's solution](#)

3856.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings
[irmuun's solution](#)

3857.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[irmuun's solution](#)

3858.

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[irmuun's solution](#)

3859.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[irmuun's solution](#)

3860.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[irmuun's solution](#)

3861.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[irmuun's solution](#)

3862.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[irmuun's solution](#)

3863.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[irmuun's solution](#)

3864.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[irmuun's solution](#)

3865.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[irmuun's solution](#)

3866.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[irmuun's solution](#)

3867.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[irmuun's solution](#)

3868.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
[irmuun's solution](#)

3869.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp
[irmuun's solution](#)

3870.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[irmuun's solution](#)

3871.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees
[irmuun's solution](#)

3872.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[irmuun's solution](#)

3873.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[irmuun's solution](#)

3874.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[irmuun's solution](#)

3875.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[irmuun's solution](#)

3876.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[irmuun's solution](#)

3877.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[irmuun's solution](#)

3878.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[irmuun's solution](#)

3879.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[irmuun's solution](#)

3880.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[irmuun's solution](#)

3881.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[irmuun's solution](#)

3882.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[irmuun's solution](#)

3883.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[irmuun's solution](#)

3884.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
[irmuun's solution](#)

3885.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[irmuun's solution](#)

3886.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
[irmuun's solution](#)

3887.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[irmuun's solution](#)

3888.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[irmuun's solution](#)

3889.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[irmuun's solution](#)

3890.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[irmuun's solution](#)

3891.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3892.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[irmuun's solution](#)

3893.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[irmuun's solution](#)

3894.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[irmuun's solution](#)

3895.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[irmuun's solution](#)

3896.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[irmuun's solution](#)

3897.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[irmuun's solution](#)

3898.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[irmuun's solution](#)

3899.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

3900.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[irmuun's solution](#)

3901.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[irmuun's solution](#)

3902.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[irmuun's solution](#)

3903.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[irmuun's solution](#)

3904.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[irmuun's solution](#)

3905.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[irmuun's solution](#)

3906.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[irmuun's solution](#)

3907.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

3908.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[irmuun's solution](#)

3909.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[irmuun's solution](#)

3910.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[irmuun's solution](#)

3911.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[irmuun's solution](#)

3912.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[irmuun's solution](#)

3913.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[irmuun's solution](#)

3914.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[irmuun's solution](#)

3915.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[irmuun's solution](#)

3916.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[irmuun's solution](#)

3917.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[irmuun's solution](#)

3918.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp,

dsu, graphs, shortest paths, sortings

[irmuun's solution](#)

3919.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[irmuun's solution](#)

3920.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[irmuun's solution](#)

3921.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[irmuun's solution](#)

3922.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[irmuun's solution](#)

3923.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[irmuun's solution](#)

3924.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[irmuun's solution](#)

3925.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[irmuun's solution](#)

3926.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[irmuun's solution](#)

3927.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[irmuun's solution](#)

3928.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs

and similar, greedy, math, trees

[irmuun's solution](#)

3929.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[irmuun's solution](#)

3930.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[irmuun's solution](#)

3931.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[irmuun's solution](#)

3932.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[irmuun's solution](#)

3933.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[irmuun's solution](#)

3934.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[irmuun's solution](#)

3935.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3936.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[irmuun's solution](#)

3937.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[irmuun's solution](#)

3938.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data

structures, dfs and similar, greedy, math, sortings

[irmuun's solution](#)

3939.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[irmuun's solution](#)

3940.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[irmuun's solution](#)

3941.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[irmuun's solution](#)

3942.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[irmuun's solution](#)

3943.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[irmuun's solution](#)

3944.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[irmuun's solution](#)

3945.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[irmuun's solution](#)

3946.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[irmuun's solution](#)

3947.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[irmuun's solution](#)

3948.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[irmuun's solution](#)

3949.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[irmuun's solution](#)

3950.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[irmuun's solution](#)

3951.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[irmuun's solution](#)

3952.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[irmuun's solution](#)

3953.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[irmuun's solution](#)

3954.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[irmuun's solution](#)

3955.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[irmuun's solution](#)

3956.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[irmuun's solution](#)

3957.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[irmuun's solution](#)

3958.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[irmuun's solution](#)

3959.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[irmuun's solution](#)

3960.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[irmuun's solution](#)

3961.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[irmuun's solution](#)

3962.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[irmuun's solution](#)

3963.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[irmuun's solution](#)

3964.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[irmuun's solution](#)

3965.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[irmuun's solution](#)

3966.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[irmuun's solution](#)

3967.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[irmuun's solution](#)

3968.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[irmuun's solution](#)

3969.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[irmuun's solution](#)

3970.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[irmuun's solution](#)

3971.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings
[irmuun's solution](#)

3972.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[irmuun's solution](#)

3973.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory
[irmuun's solution](#)

3974.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math, number theory
[irmuun's solution](#)

3975.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: — · first AC: 2026-04-28 · Kotlin 1.9 (first AC) · Tags: greedy, math, number theory
[irmuun's solution](#)

3976.

2226A

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

Quality: 11,112 global accepts · Rating: — · first AC: 2026-04-28 · Kotlin 1.9 (first AC) · Tags: greedy, math
[irmuun's solution](#)

3977.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[irmuun's solution](#)

3978.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy,

math, two pointers

[irmuun's solution](#)

3979.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[irmuun's solution](#)

3980.

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[irmuun's solution](#)

3981.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[irmuun's solution](#)

3982.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[irmuun's solution](#)

3983.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[irmuun's solution](#)

3984.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[irmuun's solution](#)

3985.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[irmuun's solution](#)

3986.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[irmuun's solution](#)

3987.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication

[irmuun's solution](#)

3988.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[irmuun's solution](#)

3989.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
[irmuun's solution](#)

3990.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[irmuun's solution](#)

3991.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[irmuun's solution](#)

3992.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation
[irmuun's solution](#)

3993.

2198E

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

Rating: — · first AC: 2026-02-28 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, graphs
[irmuun's solution](#)

3994.

2198D

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

Rating: — · first AC: 2026-02-28 · Kotlin 1.9 (first AC) · Tags: *special, math
[irmuun's solution](#)

3995.

2198C

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

Rating: — · first AC: 2026-02-28 · last AC: 2026-02-28 · Kotlin 1.9 (first AC) · Tags: *special
[irmuun's solution](#)

3996.

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · Kotlin 1.9 (first AC) · Tags: *special
[irmuun's solution](#)

3997.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[irmuun's solution](#)

3998.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[irmuun's solution](#)

3999.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4000.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4001.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4002.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4003.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4004.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4005.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4006.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4007.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · Python 3 (first AC) · Tags: —

[irmuun's solution](#)

4008.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4009.

104172L

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

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4010.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4011.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4012.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4013.

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4014.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4015.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4016.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4017.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4018.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4019.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4020.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4021.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4022.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4023.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4024.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4025.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4026.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4027.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4028.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4029.

104118C

[Conform Conform](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4030.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4031.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4032.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4033.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4034.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4035.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4036.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4037.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4038.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4039.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4040.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4041.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4042.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4043.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4044.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4045.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4046.

2142C

[YetnotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, data structures, implementation, strings

[irmuun's solution](#)

4047.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4048.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4049.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4050.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4051.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4052.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4053.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4054.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4055.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[irmuun's solution](#)

4056.

2142B

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

Rating: — · first AC: 2025-09-07 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4057.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4058.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[irmuun's solution](#)

4059.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[irmuun's solution](#)

4060.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[irmuun's solution](#)

4061.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[irmuun's solution](#)

4062.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[irmuun's solution](#)

4063.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[irmuun's solution](#)

4064.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[irmuun's solution](#)

4065.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[irmuun's solution](#)

4066.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[irmuun's solution](#)

4067.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[irmuun's solution](#)

4068.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special

[irmuun's solution](#)

4069.

2088C

[Farmer John's Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special

[irmuun's solution](#)

4070.

2088B

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

Rating: — · first AC: 2025-04-01 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings

[irmuun's solution](#)

4071.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, math

[irmuun's solution](#)

4072.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4073.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4074.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4075.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4076.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4077.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4078.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4079.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4080.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4081.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4082.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4083.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4084.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4085.

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4086.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4087.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4088.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4089.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4090.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4091.

105327L

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4092.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4093.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4094.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4095.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4096.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · Python 3 (first AC) · Tags: —
[irmuun's solution](#)

4097.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4098.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4099.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4100.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4101.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4102.

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

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

4103.

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

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

4104.

105335L

[Lulu and Friends](#) · [Tutorial](#)

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

4105.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

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

4106.

105335B

[Back in the Day](#) · [Tutorial](#)

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

4107.

105335G

[Glory Road](#) · [Tutorial](#)

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

4108.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[irmuun's solution](#)

4109.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4110.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4111.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4112.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4113.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4114.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4115.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, graphs, greedy

[irmuun's solution](#)

4116.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[irmuun's solution](#)

4117.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy

[irmuun's solution](#)

4118.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[irmuun's solution](#)

4119.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[irmuun's solution](#)

4120.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[irmuun's solution](#)

4121.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[irmuun's solution](#)

4122.

2012D

[Forming Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[irmuun's solution](#)

4123.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, brute force, greedy, math

[irmuun's solution](#)

4124.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, strings

[irmuun's solution](#)

4125.

2012A

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

Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, implementation, sortings

[irmuun's solution](#)

4126.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4127.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4128.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4129.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4130.

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4131.

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[irmuun's solution](#)

4132.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, strings

[irmuun's solution](#)

4133.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[irmuun's solution](#)

4134.

1959B

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

Rating: — · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[irmuun's solution](#)

4135.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[irmuun's solution](#)

4136.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4137.

105071C

[Passcode](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4138.

105071B

[Working Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4139.

105071A

[Are you a Robot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[irmuun's solution](#)

4140.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4141.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[irmuun's solution](#)

4142.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[irmuun's solution](#)

4143.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[irmuun's solution](#)

4144.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, dp, math

[irmuun's solution](#)

4145.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, math

[irmuun's solution](#)

4146.

104770B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4147.

104770A

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

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4148.

104390B

[Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4149.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4150.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4151.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4152.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4153.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4154.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4155.

104264G

[Simple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4156.

104264H

[Best](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4157.

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4158.

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4159.

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4160.

104264C

[Morco](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4161.

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4162.

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4163.

104287F

[Greatest Common Mutiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[irmuun's solution](#)

4164.

104287E

[Cyclic Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4165.

104287D

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

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4166.

104287C

[No Sweep](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4167.

104287B

[Mountain Climbing Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4168.

104287A

[Are you busy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[irmuun's solution](#)

4169.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[irmuun's solution](#)

4170.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[irmuun's solution](#)

4171.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[irmuun's solution](#)

4172.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[irmuun's solution](#)

4173.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[irmuun's solution](#)

4174.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4175.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4176.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4177.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[irmuun's solution](#)

4178.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[irmuun's solution](#)

4179.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special

[irmuun's solution](#)

4180.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[irmuun's solution](#)

4181.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4182.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[irmuun's solution](#)

4183.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[irmuun's solution](#)

4184.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[irmuun's solution](#)

4185.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4186.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[irmuun's solution](#)

4187.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[irmuun's solution](#)

4188.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[irmuun's solution](#)

4189.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4190.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[irmuun's solution](#)

4191.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, strings

[irmuun's solution](#)

4192.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, math

[irmuun's solution](#)

4193.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[irmuun's solution](#)

4194.

102948A

[Spiciest Sneak](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4195.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4196.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

4197.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4198.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

4199.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

4200.

undefined403

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

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

4201.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[irmuun's solution](#)

4202.

102830A

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4203.

102911A

[Academic Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[irmuun's solution](#)

4204.

1432D

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

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[irmuun's solution](#)

4205.

1432C

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

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, math

[irmuun's solution](#)

4206.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, math

[irmuun's solution](#)

4207.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special

[irmuun's solution](#)

4208.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory
[irmuun's solution](#)

4209.

102212B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[irmuun's solution](#)

4210.

102212A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[irmuun's solution](#)

4211.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special
[irmuun's solution](#)

4212.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[irmuun's solution](#)

4213.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special
[irmuun's solution](#)

4214.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · Python 3 (first AC) · Tags: *special
[irmuun's solution](#)

4215.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: *special
[irmuun's solution](#)

4216.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: *special
[irmuun's solution](#)