

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

<https://cfelitetracker.vercel.app>

Unique solved — ismailfateen

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

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

Filters: none

Count: 653

1.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ismailfateen's solution](#)

2.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

3.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[ismailfateen's solution](#)

4.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ismailfateen's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ismailfateen's solution](#)

6.

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ismailfateen's solution](#)

7.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

8.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[ismailfateen's solution](#)

9.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ismailfateen's solution](#)

10.

2171A

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

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ismailfateen's solution](#)

11.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[ismailfateen's solution](#)

12.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[ismailfateen's solution](#)

13.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[ismailfateen's solution](#)

14.

2167C

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

Quality: 36,067 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ismailfateen's solution](#)

15.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,492 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[ismailfateen's solution](#)

16.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,837 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[ismailfateen's solution](#)

17.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[ismailfateen's solution](#)

18.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[ismailfateen's solution](#)

19.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ismailfateen's solution](#)

20.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ismailfateen's solution](#)

21.

2147A

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

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

[ismailfateen's solution](#)

22.

2143A

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

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[ismailfateen's solution](#)

23.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ismailfateen's solution](#)

24.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[ismailfateen's solution](#)

25.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

26.

2125A

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

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

[ismailfateen's solution](#)

27.

2122A

[Greedy Grid](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

28.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ismailfateen's solution](#)

29.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ismailfateen's solution](#)

30.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

31.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[ismailfateen's solution](#)

32.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,212 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[ismailfateen's solution](#)

33.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[ismailfateen's solution](#)

34.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[ismailfateen's solution](#)

35.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ismailfateen's solution](#)

36.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ismailfateen's solution](#)

37.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ismailfateen's solution](#)

38.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
[ismailfateen's solution](#)

39.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

40.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[ismailfateen's solution](#)

41.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ismailfateen's solution](#)

42.

2051B

[Journey](#) · [Tutorial](#)

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

43.

2051A

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

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

44.

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ismailfateen's solution](#)

45.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,700 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

46.

2025A

[Two Screens](#) · [Tutorial](#)

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

47.

1998A

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

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

48.

1997A

[Strong Password](#) · [Tutorial](#)

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

49.

1994A

[Diverse Game](#) · [Tutorial](#)

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

50.

1983A

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

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

51.

1843A

[Sasha and Array Coloring](#) · Tutorial

Quality: 37,312 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[ismailfateen's solution](#)

52.

1987A

[Upload More RAM](#) · Tutorial

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

53.

1692A

[Marathon](#) · Tutorial

Quality: 85,766 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

54.

1676C

[Most Similar Words](#) · Tutorial

Quality: 34,641 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, strings
[ismailfateen's solution](#)

55.

1676B

[Equal Candies](#) · Tutorial

Quality: 60,652 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[ismailfateen's solution](#)

56.

1676A

[Lucky?](#) · Tutorial

Quality: 87,439 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

57.

1989A

[Catch the Coin](#) · Tutorial

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

58.

1669B

[Triple](#) · Tutorial

Quality: 55,553 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ismailfateen's solution](#)

59.

1669C

[Odd/Even Increments](#) · Tutorial

Quality: 41,484 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[ismailfateen's solution](#)

60.

1669A

[Division?](#) · Tutorial

Quality: 88,566 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

61.

1982A

[Soccer](#) · Tutorial

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[ismailfateen's solution](#)

62.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ismailfateen's solution](#)

63.

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

[ismailfateen's solution](#)

64.

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

[ismailfateen's solution](#)

65.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[ismailfateen's solution](#)

66.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,416 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ismailfateen's solution](#)

67.

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

[ismailfateen's solution](#)

68.

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

[ismailfateen's solution](#)

69.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[ismailfateen's solution](#)

70.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[ismailfateen's solution](#)

71.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[ismailfateen's solution](#)

- 72.**
1744A
[Number Replacement](#) · [Tutorial](#)
Quality: 28,779 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)
- 73.**
1744B
[Even-Odd Increments](#) · [Tutorial](#)
Quality: 24,899 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ismailfateen's solution](#)
- 74.**
1971B
[Different String](#) · [Tutorial](#)
Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)
- 75.**
1971A
[My First Sorting Problem](#) · [Tutorial](#)
Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ismailfateen's solution](#)
- 76.**
1497A
[Meximization](#) · [Tutorial](#)
Quality: 26,099 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[ismailfateen's solution](#)
- 77.**
1968B
[Prefiquence](#) · [Tutorial](#)
Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[ismailfateen's solution](#)
- 78.**
1968A
[Maximize?](#) · [Tutorial](#)
Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ismailfateen's solution](#)
- 79.**
1972A
[Contest Proposal](#) · [Tutorial](#)
Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[ismailfateen's solution](#)
- 80.**
1969A
[Two Friends](#) · [Tutorial](#)
Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ismailfateen's solution](#)
- 81.**
1957A
[Stickogon](#) · [Tutorial](#)
Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ismailfateen's solution](#)
- 82.**
1956B
[Nene and the Card Game](#) · [Tutorial](#)
Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ismailfateen's solution](#)

83.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[ismailfateen's solution](#)

84.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[ismailfateen's solution](#)

85.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2024-04-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ismailfateen's solution](#)

86.

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

[ismailfateen's solution](#)

87.

1950A

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

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismailfateen's solution](#)

88.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismailfateen's solution](#)

89.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ismailfateen's solution](#)

90.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ismailfateen's solution](#)

91.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ismailfateen's solution](#)

92.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[ismailfateen's solution](#)

93.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ismailfateen's solution](#)

94.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ismailfateen's solution](#)

95.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

96.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[ismailfateen's solution](#)

97.

1926A

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

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

98.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[ismailfateen's solution](#)

99.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ismailfateen's solution](#)

100.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[ismailfateen's solution](#)

101.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ismailfateen's solution](#)

102.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ismailfateen's solution](#)

103.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ismailfateen's solution](#)

104.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[ismailfateen's solution](#)

105.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ismailfateen's solution](#)

106.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,025 global accepts · Rating: 800 · first AC: 2022-03-27 · last AC: 2024-02-08 · Python 3 (first AC) · Tags: brute force, math

[ismailfateen's solution](#)

107.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[ismailfateen's solution](#)

108.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[ismailfateen's solution](#)

109.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[ismailfateen's solution](#)

110.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ismailfateen's solution](#)

111.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ismailfateen's solution](#)

112.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[ismailfateen's solution](#)

113.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ismailfateen's solution](#)

114.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ismailfateen's solution](#)

115.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ismailfateen's solution](#)

116.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ismailfateen's solution](#)

117.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[ismailfateen's solution](#)

118.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[ismailfateen's solution](#)

119.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
[ismailfateen's solution](#)

120.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

121.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

122.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[ismailfateen's solution](#)

123.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ismailfateen's solution](#)

124.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ismailfateen's solution](#)

125.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[ismailfateen's solution](#)

126.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,575 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

127.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,675 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

128.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,198 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[ismailfateen's solution](#)

129.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,211 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[ismailfateen's solution](#)

130.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[ismailfateen's solution](#)

131.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

132.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

133.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ismailfateen's solution](#)

134.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

135.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings
[ismailfateen's solution](#)

136.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ismailfateen's solution](#)

137.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ismailfateen's solution](#)

138.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

139.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[ismailfateen's solution](#)

140.

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[ismailfateen's solution](#)

141.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ismailfateen's solution](#)

142.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[ismailfateen's solution](#)

143.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ismailfateen's solution](#)

144.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[ismailfateen's solution](#)

145.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[ismailfateen's solution](#)

146.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[ismailfateen's solution](#)

147.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[ismailfateen's solution](#)

148.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[ismailfateen's solution](#)

149.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

150.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[ismailfateen's solution](#)

151.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[ismailfateen's solution](#)

152.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[ismailfateen's solution](#)

153.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

154.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ismailfateen's solution](#)

155.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[ismailfateen's solution](#)

156.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[ismailfateen's solution](#)

157.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ismailfateen's solution](#)

158.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ismailfateen's solution](#)

159.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ismailfateen's solution](#)

160.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ismailfateen's solution](#)

161.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ismailfateen's solution](#)

162.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

163.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ismailfateen's solution](#)

164.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ismailfateen's solution](#)

165.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

166.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ismailfateen's solution](#)

167.

59A

[Word](#) · [Tutorial](#)

Quality: 227,991 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ismailfateen's solution](#)

168.

546A

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

Quality: 235,259 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[ismailfateen's solution](#)

169.

791A

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

Quality: 257,292 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

170.

266A

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

Quality: 244,624 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

171.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,103 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[ismailfateen's solution](#)

172.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,050 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

173.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,426 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
[ismailfateen's solution](#)

174.

112A

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

Quality: 287,312 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

175.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,074 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

176.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,378 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

177.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,792 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

178.

977A

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

Quality: 217,537 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ismailfateen's solution](#)

179.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,547 global accepts · Rating: 800 · first AC: 2022-03-28 · Python 3 (first AC) · Tags: *special, implementation
[ismailfateen's solution](#)

180.

231A

[Team](#) · [Tutorial](#)

Quality: 430,361 global accepts · Rating: 800 · first AC: 2022-03-27 · Python 3 (first AC) · Tags: brute force, greedy
[ismailfateen's solution](#)

181.

71A

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

Quality: 503,374 global accepts · Rating: 800 · first AC: 2022-03-27 · Python 3 (first AC) · Tags: strings
[ismailfateen's solution](#)

182.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[ismailfateen's solution](#)

183.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[ismailfateen's solution](#)

184.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ismailfateen's solution](#)

185.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

186.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[ismailfateen's solution](#)

187.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ismailfateen's solution](#)

188.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

189.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[ismailfateen's solution](#)

190.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ismailfateen's solution](#)

191.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

192.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

193.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ismailfateen's solution](#)

194.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[ismailfateen's solution](#)

195.

2026A

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

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

[ismailfateen's solution](#)

196.

1988B

[Make Majority](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

197.

1988A

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

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

[ismailfateen's solution](#)

198.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ismailfateen's solution](#)

199.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ismailfateen's solution](#)

200.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ismailfateen's solution](#)

201.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[ismailfateen's solution](#)

202.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

203.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

204.

1875A

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

Quality: 47,027 global accepts · Rating: 900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ismailfateen's solution](#)

205.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ismailfateen's solution](#)

206.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ismailfateen's solution](#)

207.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ismailfateen's solution](#)

208.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[ismailfateen's solution](#)

209.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ismailfateen's solution](#)

210.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

211.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ismailfateen's solution](#)

212.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ismailfateen's solution](#)

213.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[ismailfateen's solution](#)

214.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ismailfateen's solution](#)

215.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ismailfateen's solution](#)

216.

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[ismailfateen's solution](#)

217.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

218.

2154B

[Make it Zigzag](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

219.

2147B

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

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

[ismailfateen's solution](#)

220.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ismailfateen's solution](#)

221.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ismailfateen's solution](#)

222.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[ismailfateen's solution](#)

223.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[ismailfateen's solution](#)

224.

2051C

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

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

225.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ismailfateen's solution](#)

226.

1998B

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

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

227.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ismailfateen's solution](#)

228.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

229.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[ismailfateen's solution](#)

230.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[ismailfateen's solution](#)

231.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[ismailfateen's solution](#)

232.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers
[ismailfateen's solution](#)

233.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,474 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ismailfateen's solution](#)

234.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ismailfateen's solution](#)

235.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[ismailfateen's solution](#)

236.

1969B

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

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

237.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[ismailfateen's solution](#)

238.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[ismailfateen's solution](#)

239.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[ismailfateen's solution](#)

240.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ismailfateen's solution](#)

241.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ismailfateen's solution](#)

242.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[ismailfateen's solution](#)

243.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[ismailfateen's solution](#)

244.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[ismailfateen's solution](#)

245.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[ismailfateen's solution](#)

246.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[ismailfateen's solution](#)

247.

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[ismailfateen's solution](#)

248.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ismailfateen's solution](#)

249.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[ismailfateen's solution](#)

250.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[ismailfateen's solution](#)

251.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[ismaifateen's solution](#)

252.

2173B

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

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ismaifateen's solution](#)

253.

2171C1

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

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[ismaifateen's solution](#)

254.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ismaifateen's solution](#)

255.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ismaifateen's solution](#)

256.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ismaifateen's solution](#)

257.

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ismaifateen's solution](#)

258.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ismaifateen's solution](#)

259.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ismaifateen's solution](#)

260.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[ismaifateen's solution](#)

261.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ismaifateen's solution](#)

262.

2025B

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

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

263.

1997C

[Even Positions](#) · [Tutorial](#)

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

264.

1997B

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

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

265.

1994B

[Fun Game](#) · [Tutorial](#)

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

266.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[ismailfateen's solution](#)

267.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

268.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[ismailfateen's solution](#)

269.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ismailfateen's solution](#)

270.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

271.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[ismailfateen's solution](#)

272.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[ismailfateen's solution](#)

273.

1977B

[Binary Colouring · Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ismailfateen's solution](#)

274.

1492B

[Card Deck · Tutorial](#)

Quality: 20,419 global accepts · Rating: 1100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[ismailfateen's solution](#)

275.

1742D

[Coprime · Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[ismailfateen's solution](#)

276.

1971D

[Binary Cut · Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[ismailfateen's solution](#)

277.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ismailfateen's solution](#)

278.

1942B

[Bessie and MEX · Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

279.

1950D

[Product of Binary Decimals · Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[ismailfateen's solution](#)

280.

1946B

[Maximum Sum · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ismailfateen's solution](#)

281.

1923B

[Monsters Attack! · Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[ismailfateen's solution](#)

282.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[ismailfateen's solution](#)

283.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[ismailfateen's solution](#)

284.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ismailfateen's solution](#)

285.

1921D

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

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[ismailfateen's solution](#)

286.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[ismailfateen's solution](#)

287.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ismailfateen's solution](#)

288.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[ismailfateen's solution](#)

289.

1791E

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

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[ismailfateen's solution](#)

290.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ismailfateen's solution](#)

291.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ismailfateen's solution](#)

292.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ismailfateen's solution](#)

293.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

294.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

295.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ismailfateen's solution](#)

296.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[ismailfateen's solution](#)

297.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[ismailfateen's solution](#)

298.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismailfateen's solution](#)

299.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ismailfateen's solution](#)

300.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[ismailfateen's solution](#)

301.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[ismailfateen's solution](#)

302.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[ismailfateen's solution](#)

303.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

304.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[ismailfateen's solution](#)

305.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[ismailfateen's solution](#)

306.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
[ismailfateen's solution](#)

307.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[ismailfateen's solution](#)

308.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ismailfateen's solution](#)

309.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees
[ismailfateen's solution](#)

310.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,805 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ismailfateen's solution](#)

311.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ismailfateen's solution](#)

312.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation
[ismailfateen's solution](#)

313.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[ismailfateen's solution](#)

314.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[ismailfateen's solution](#)

315.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[ismailfateen's solution](#)

316.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ismailfateen's solution](#)

317.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[ismailfateen's solution](#)

318.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[ismailfateen's solution](#)

319.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[ismailfateen's solution](#)

320.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ismailfateen's solution](#)

321.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

322.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[ismailfateen's solution](#)

323.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation

[ismailfateen's solution](#)

324.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ismailfateen's solution](#)

325.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ismailfateen's solution](#)

326.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[ismailfateen's solution](#)

327.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ismailfateen's solution](#)

328.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

329.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ismailfateen's solution](#)

330.

2051D

[Counting Pairs](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

331.

1983B

[Corner Twist](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

332.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ismailfateen's solution](#)

333.

1989B

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

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

[ismailfateen's solution](#)

334.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[ismailfateen's solution](#)

335.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, strings

[ismailfateen's solution](#)

336.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 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

[ismailfateen's solution](#)

337.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[ismailfateen's solution](#)

338.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[ismailfateen's solution](#)

339.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,189 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[ismailfateen's solution](#)

340.

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

[ismailfateen's solution](#)

341.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[ismailfateen's solution](#)

342.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

343.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ismailfateen's solution](#)

344.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ismailfateen's solution](#)

345.

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
[ismailfateen's solution](#)

346.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ismailfateen's solution](#)

347.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[ismailfateen's solution](#)

348.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[ismailfateen's solution](#)

349.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[ismailfateen's solution](#)

350.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[ismailfateen's solution](#)

351.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[ismailfateen's solution](#)

352.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[ismailfateen's solution](#)

353.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ismailfateen's solution](#)

354.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[ismailfateen's solution](#)

355.

2170C

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

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

[ismailfateen's solution](#)

356.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ismailfateen's solution](#)

357.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[ismailfateen's solution](#)

358.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[ismailfateen's solution](#)

359.

2143C

[Max Tree](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

360.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[ismailfateen's solution](#)

361.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ismailfateen's solution](#)

362.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ismailfateen's solution](#)

363.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[ismailfateen's solution](#)

364.

2072D

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

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ismailfateen's solution](#)

365.

2064C

[Remove the Ends](#) · Tutorial

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ismailfateen's solution](#)

366.

2026B

[Black Cells](#) · Tutorial

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

[ismailfateen's solution](#)

367.

2025C

[New Game](#) · Tutorial

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

[ismailfateen's solution](#)

368.

1988C

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

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

[ismailfateen's solution](#)

369.

1676G

[White-Black Balanced Subtrees](#) · Tutorial

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ismailfateen's solution](#)

370.

1669H

[Maximal AND](#) · Tutorial

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[ismailfateen's solution](#)

371.

1627B

[Not Sitting](#) · Tutorial

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ismailfateen's solution](#)

372.

1978C

[Manhattan Permutations](#) · Tutorial

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

[ismailfateen's solution](#)

373.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ismailfateen's solution](#)

374.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ismailfateen's solution](#)

375.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 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

[ismailfateen's solution](#)

376.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ismailfateen's solution](#)

377.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ismailfateen's solution](#)

378.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[ismailfateen's solution](#)

379.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[ismailfateen's solution](#)

380.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[ismailfateen's solution](#)

381.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ismailfateen's solution](#)

382.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ismailfateen's solution](#)

383.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ismailfateen's solution](#)

384.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ismailfateen's solution](#)

385.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[ismailfateen's solution](#)

386.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[ismailfateen's solution](#)

387.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory
[ismailfateen's solution](#)

388.

2173C

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

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[ismailfateen's solution](#)

389.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
[ismailfateen's solution](#)

390.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ismailfateen's solution](#)

391.

2171D

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

Quality: 11,584 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[ismailfateen's solution](#)

392.

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[ismailfateen's solution](#)

393.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[ismailfateen's solution](#)

394.

2156C

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

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

395.

2154C1

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

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

396.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

397.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ismailfateen's solution](#)

398.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ismailfateen's solution](#)

399.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ismailfateen's solution](#)

400.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[ismailfateen's solution](#)

401.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ismailfateen's solution](#)

402.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[ismailfateen's solution](#)

403.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ismailfateen's solution](#)

404.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ismailfateen's solution](#)

405.

1972C

[Permutation Counting · Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[ismailfateen's solution](#)

406.

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

[ismailfateen's solution](#)

407.

1951C

[Ticket Hoarding · Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ismailfateen's solution](#)

408.

1923C

[Find B · Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ismailfateen's solution](#)

409.

1894C

[Anonymous Informant · Tutorial](#)

Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ismailfateen's solution](#)

410.

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ismailfateen's solution](#)

411.

1932D

[Card Game · Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ismailfateen's solution](#)

412.

1932C

[LR-remainders · Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[ismailfateen's solution](#)

413.

1927E

[Klever Permutation · Tutorial](#)

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[ismailfateen's solution](#)

414.

1929C

[Sasha and the Casino · Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ismailfateen's solution](#)

415.

1931E

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

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[ismailfateen's solution](#)

416.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ismailfateen's solution](#)

417.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[ismailfateen's solution](#)

418.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ismailfateen's solution](#)

419.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[ismailfateen's solution](#)

420.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[ismailfateen's solution](#)

421.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[ismailfateen's solution](#)

422.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ismailfateen's solution](#)

423.

26B

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

Quality: 25,866 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ismailfateen's solution](#)

424.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[ismailfateen's solution](#)

425.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ismailfateen's solution](#)

426.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[ismailfateen's solution](#)

427.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ismailfateen's solution](#)

428.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[ismailfateen's solution](#)

429.

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[ismailfateen's solution](#)

430.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[ismailfateen's solution](#)

431.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[ismailfateen's solution](#)

432.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[ismailfateen's solution](#)

433.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[ismailfateen's solution](#)

434.

1997D

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

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

[ismailfateen's solution](#)

435.

1791F

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

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · last AC: 2024-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[ismailfateen's solution](#)

436.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[ismailfateen's solution](#)

437.

1950E

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

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[ismailfateen's solution](#)

438.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[ismailfateen's solution](#)

439.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ismailfateen's solution](#)

440.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[ismailfateen's solution](#)

441.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[ismailfateen's solution](#)

442.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[ismailfateen's solution](#)

443.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[ismailfateen's solution](#)

444.

1418C

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

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[ismailfateen's solution](#)

445.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[ismailfateen's solution](#)

446.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ismailfateen's solution](#)

447.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[ismailfateen's solution](#)

448.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[ismailfateen's solution](#)

449.

2157D

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

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

450.

2171F

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

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[ismailfateen's solution](#)

451.

2167G

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

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

452.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

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

453.

2167E

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

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[ismailfateen's solution](#)

454.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[ismailfateen's solution](#)

455.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

456.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ismailfateen's solution](#)

457.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[ismailfateen's solution](#)

458.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[ismailfateen's solution](#)

459.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[ismailfateen's solution](#)

460.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ismailfateen's solution](#)

461.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 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

[ismailfateen's solution](#)

462.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ismailfateen's solution](#)

463.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ismailfateen's solution](#)

464.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ismailfateen's solution](#)

465.

1957C

[How Does the Rook Move? · Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ismailfateen's solution](#)

466.

1946C

[Tree Cutting · Tutorial](#)

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
[ismailfateen's solution](#)

467.

1371D

[Grid-00100 · Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[ismailfateen's solution](#)

468.

1849C

[Binary String Copying · Tutorial](#)

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[ismailfateen's solution](#)

469.

1932E

[Final Countdown · Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[ismailfateen's solution](#)

470.

1928C

[Physical Education Lesson · Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[ismailfateen's solution](#)

471.

1921E

[Eat the Chip · Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[ismailfateen's solution](#)

472.

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[ismailfateen's solution](#)

473.

1829G

[Hits Different · Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[ismailfateen's solution](#)

474.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[ismailfateen's solution](#)

475.

888D

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

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[ismailfateen's solution](#)

476.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[ismailfateen's solution](#)

477.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[ismailfateen's solution](#)

478.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force
[ismailfateen's solution](#)

479.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[ismailfateen's solution](#)

480.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ismailfateen's solution](#)

481.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ismailfateen's solution](#)

482.

2159A

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

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

483.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[ismailfateen's solution](#)

484.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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

485.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[ismailfateen's solution](#)

486.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[ismailfateen's solution](#)

487.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 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

[ismailfateen's solution](#)

488.

1982D

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

Quality: 9,771 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

[ismailfateen's solution](#)

489.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[ismailfateen's solution](#)

490.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, interactive

[ismailfateen's solution](#)

491.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ismailfateen's solution](#)

492.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ismailfateen's solution](#)

493.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ismailfateen's solution](#)

494.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ismailfateen's solution](#)

495.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ismailfateen's solution](#)

496.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[ismailfateen's solution](#)

497.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[ismailfateen's solution](#)

498.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[ismailfateen's solution](#)

499.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[ismailfateen's solution](#)

500.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[ismailfateen's solution](#)

501.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[ismailfateen's solution](#)

502.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings
[ismailfateen's solution](#)

503.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[ismailfateen's solution](#)

504.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[ismailfateen's solution](#)

505.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ismailfateen's solution](#)

506.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[ismailfateen's solution](#)

507.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[ismailfateen's solution](#)

508.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ismailfateen's solution](#)

509.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[ismailfateen's solution](#)

510.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ismailfateen's solution](#)

511.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[ismailfateen's solution](#)

512.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[ismailfateen's solution](#)

513.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[ismailfateen's solution](#)

514.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[ismailfateen's solution](#)

515.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ismailfateen's solution](#)

516.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ismailfateen's solution](#)

517.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ismailfateen's solution](#)

518.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[ismailfateen's solution](#)

519.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[ismailfateen's solution](#)

520.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[ismailfateen's solution](#)

521.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ismailfateen's solution](#)

522.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[ismailfateen's solution](#)

523.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[ismailfateen's solution](#)

524.

2025D

[Attribute Checks](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

525.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ismailfateen's solution](#)

526.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ismailfateen's solution](#)

527.

1979D

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

Quality: 7,854 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

[ismailfateen's solution](#)

528.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ismailfateen's solution](#)

529.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[ismailfateen's solution](#)

530.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[ismailfateen's solution](#)

531.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[ismailfateen's solution](#)

532.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ismailfateen's solution](#)

533.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[ismailfateen's solution](#)

534.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[ismailfateen's solution](#)

535.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-03-12 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ismailfateen's solution](#)

536.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[ismailfateen's solution](#)

537.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[ismailfateen's solution](#)

538.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ismailfateen's solution](#)

539.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ismailfateen's solution](#)

540.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[ismailfateen's solution](#)

541.

2156D

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

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

[ismailfateen's solution](#)

542.

2154D

[Catshock](#) · [Tutorial](#)

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

[ismailfateen's solution](#)

543.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[ismailfateen's solution](#)

544.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 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

[ismailfateen's solution](#)

545.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[ismailfateen's solution](#)

546.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, math

[ismailfateen's solution](#)

547.

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

[ismailfateen's solution](#)

548.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[ismailfateen's solution](#)

549.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[ismailfateen's solution](#)

550.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[ismailfateen's solution](#)

551.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[ismailfateen's solution](#)

552.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[ismailfateen's solution](#)

553.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ismailfateen's solution](#)

554.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ismailfateen's solution](#)

555.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[ismailfateen's solution](#)

556.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ismailfateen's solution](#)

557.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[ismailfateen's solution](#)

558.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[ismailfateen's solution](#)

559.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ismailfateen's solution](#)

560.

2154C2

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

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

[ismailfateen's solution](#)

561.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[ismailfateen's solution](#)

562.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 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

[ismailfateen's solution](#)

563.

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

[ismailfateen's solution](#)

564.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ismailfateen's solution](#)

565.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ismailfateen's solution](#)

566.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ismailfateen's solution](#)

567.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ismailfateen's solution](#)

568.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ismailfateen's solution](#)

569.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[ismailfateen's solution](#)

570.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[ismailfateen's solution](#)

571.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[ismailfateen's solution](#)

572.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ismailfateen's solution](#)

573.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[ismailfateen's solution](#)

574.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[ismailfateen's solution](#)

575.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ismailfateen's solution](#)

576.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[ismailfateen's solution](#)

577.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ismailfateen's solution](#)

578.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[ismailfateen's solution](#)

579.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ismailfateen's solution](#)

580.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[ismailfateen's solution](#)

581.

1472G

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

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ismailfateen's solution](#)

582.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ismailfateen's solution](#)

583.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, greedy, trees

[ismailfateen's solution](#)

584.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[ismailfateen's solution](#)

585.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ismailfateen's solution](#)

586.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[ismailfateen's solution](#)

587.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ismailfateen's solution](#)

588.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[ismailfateen's solution](#)

589.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[ismailfateen's solution](#)

590.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[ismailfateen's solution](#)

591.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[ismailfateen's solution](#)

592.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ismailfateen's solution](#)

593.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[ismailfateen's solution](#)

594.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[ismailfateen's solution](#)

595.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[ismailfateen's solution](#)

596.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ismailfateen's solution](#)

597.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[ismailfateen's solution](#)

598.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[ismailfateen's solution](#)

599.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ismailfateen's solution](#)

600.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ismailfateen's solution](#)

601.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ismailfateen's solution](#)

602.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[ismailfateen's solution](#)

603.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[ismailfateen's solution](#)

604.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[ismailfateen's solution](#)

605.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ismailfateen's solution](#)

606.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[ismailfateen's solution](#)

607.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[ismailfateen's solution](#)

608.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[ismailfateen's solution](#)

609.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[ismailfateen's solution](#)

610.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ismailfateen's solution](#)

611.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[ismailfateen's solution](#)

612.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[ismailfateen's solution](#)

613.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[ismaifateen's solution](#)

614.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[ismaifateen's solution](#)

615.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, geometry

[ismaifateen's solution](#)

616.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[ismaifateen's solution](#)

617.

102747E

[Bit Or](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ismaifateen's solution](#)

618.

105242C

[Powerful String · Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ismaifateen's solution](#)

619.

105242M

[Taim and Zingers · Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ismaifateen's solution](#)

620.

105242J

[The Square Game · Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ismaifateen's solution](#)

621.

105245A

[King Supremacy · Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ismaifateen's solution](#)

622.

105187C

[Triangles · Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ismaifateen's solution](#)

623.

1812C

[Digits · Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: *special

[ismaifateen's solution](#)

624.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[ismailfateen's solution](#)

625.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ismailfateen's solution](#)

626.

104871I

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

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ismailfateen's solution](#)

627.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings
[ismailfateen's solution](#)

628.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math
[ismailfateen's solution](#)

629.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
[ismailfateen's solution](#)

630.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules
[ismailfateen's solution](#)

631.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[ismailfateen's solution](#)

632.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[ismailfateen's solution](#)

633.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[ismailfateen's solution](#)

634.

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

[ismailfateen's solution](#)

635.

104325K

[Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)

636.

104325D

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)

637.

104325B

[DrahSort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)

638.

104325G

[Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)

639.

104325E

[Another Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)

640.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

641.

104380H

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

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

642.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

643.

103536A

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

644.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[ismailfateen's solution](#)

645.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math,

number theory

[ismailfateen's solution](#)

646.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[ismailfateen's solution](#)

647.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[ismailfateen's solution](#)

648.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[ismailfateen's solution](#)

649.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

650.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)

651.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

652.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ismailfateen's solution](#)

653.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismailfateen's solution](#)