

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

<https://cfelitetracker.vercel.app>

Unique solved — [ivan.alexeev](#)

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

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

Filters: none

Count: 394

1.

2210A

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

Quality: 22,279 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[ivan.alexeev's solution](#)

2.

2175A

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

Quality: 18,735 global accepts · Rating: 800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

3.

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

[ivan.alexeev's solution](#)

4.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,491 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[ivan.alexeev's solution](#)

5.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[ivan.alexeev's solution](#)

6.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ivan.alexeev's solution](#)

7.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ivan.alexeev's solution](#)

8.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ivan.alexeev's solution](#)

9.

2062A

[String](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

10.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ivan.alexeev's solution](#)

11.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[ivan.alexeev's solution](#)

12.

2057A

[MEX Table](#) · [Tutorial](#)

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

13.

2043A

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

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

14.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ivan.alexeev's solution](#)

15.

2034A

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

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

16.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[ivan.alexeev's solution](#)

17.

2029A

[Set](#) · [Tutorial](#)

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

18.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ivan.alexeev's solution](#)

19.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[ivan.alexeev's solution](#)

20.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ivan.alexeev's solution](#)

21.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ivan.alexeev's solution](#)

22.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ivan.alexeev's solution](#)

23.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ivan.alexeev's solution](#)

24.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ivan.alexeev's solution](#)

25.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[ivan.alexeev's solution](#)

26.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

27.

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

[ivan.alexeev's solution](#)

28.

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

[ivan.alexeev's solution](#)

29.

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

[ivan.alexeev's solution](#)

30.

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

[ivan.alexeev's solution](#)

31.

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

[ivan.alexeev's solution](#)

32.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ivan.alexeev's solution](#)

33.

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

[ivan.alexeev's solution](#)

34.

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

[ivan.alexeev's solution](#)

35.

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

[ivan.alexeev's solution](#)

36.

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

[ivan.alexeev's solution](#)

37.

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

[ivan.alexeev's solution](#)

38.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ivan.alexeev's solution](#)

39.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

40.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ivan.alexeev's solution](#)

41.

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ivan.alexeev's solution](#)

42.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ivan.alexeev's solution](#)

43.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ivan.alexeev's solution](#)

44.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

45.

1831A

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

Quality: 46,321 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ivan.alexeev's solution](#)

46.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ivan.alexeev's solution](#)

47.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[ivan.alexeev's solution](#)

48.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ivan.alexeev's solution](#)

49.

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

[ivan.alexeev's solution](#)

50.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[ivan.alexeev's solution](#)

51.

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

[ivan.alexeev's solution](#)

52.

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

[ivan.alexeev's solution](#)

53.

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

[ivan.alexeev's solution](#)

54.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ivan.alexeev's solution](#)

55.

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

[ivan.alexeev's solution](#)

56.

1772A

[A+B?](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

57.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[ivan.alexeev's solution](#)

58.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

59.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ivan.alexeev's solution](#)

60.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ivan.alexeev's solution](#)

61.

1758A

[SSeeeeeinnngg 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

[ivan.alexeev's solution](#)

62.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[ivan.alexeev's solution](#)

63.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[ivan.alexeev's solution](#)

64.

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
[ivan.alexeev's solution](#)

65.

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
[ivan.alexeev's solution](#)

66.

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
[ivan.alexeev's solution](#)

67.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ivan.alexeev's solution](#)

68.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[ivan.alexeev's solution](#)

69.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ivan.alexeev's solution](#)

70.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[ivan.alexeev's solution](#)

71.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ivan.alexeev's solution](#)

72.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ivan.alexeev's solution](#)

73.

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
[ivan.alexeev's solution](#)

74.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ivan.alexeev's solution](#)

75.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,327 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ivan.alexeev's solution](#)

76.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[ivan.alexeev's solution](#)

77.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[ivan.alexeev's solution](#)

78.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: implementation
[ivan.alexeev's solution](#)

79.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings
[ivan.alexeev's solution](#)

80.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ivan.alexeev's solution](#)

81.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ivan.alexeev's solution](#)

82.

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
[ivan.alexeev's solution](#)

83.

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
[ivan.alexeev's solution](#)

84.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[ivan.alexeev's solution](#)

85.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ivan.alexeev's solution](#)

86.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ivan.alexeev's solution](#)

87.

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

[ivan.alexeev's solution](#)

88.

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

[ivan.alexeev's solution](#)

89.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[ivan.alexeev's solution](#)

90.

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

[ivan.alexeev's solution](#)

91.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ivan.alexeev's solution](#)

92.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ivan.alexeev's solution](#)

93.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

94.

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: greedy, math

[ivan.alexeev's solution](#)

95.

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

[ivan.alexeev's solution](#)

96.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 23,764 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[ivan.alexeev's solution](#)

97.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ivan.alexeev's solution](#)

98.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

99.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ivan.alexeev's solution](#)

100.

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

[ivan.alexeev's solution](#)

101.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ivan.alexeev's solution](#)

102.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ivan.alexeev's solution](#)

103.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ivan.alexeev's solution](#)

104.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ivan.alexeev's solution](#)

105.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ivan.alexeev's solution](#)

106.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ivan.alexeev's solution](#)

107.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ivan.alexeev's solution](#)

108.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ivan.alexeev's solution](#)

109.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ivan.alexeev's solution](#)

110.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ivan.alexeev's solution](#)

111.

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

[ivan.alexeev's solution](#)

112.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[ivan.alexeev's solution](#)

113.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[ivan.alexeev's solution](#)

114.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ivan.alexeev's solution](#)

115.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[ivan.alexeev's solution](#)

116.

2043B

[Digits](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

117.

2029B

[Replacement](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

118.

1991B

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

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

[ivan.alexeev's solution](#)

119.

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

[ivan.alexeev's solution](#)

120.

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

[ivan.alexeev's solution](#)

121.

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

[ivan.alexeev's solution](#)

122.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ivan.alexeev's solution](#)

123.

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

[ivan.alexeev's solution](#)

124.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ivan.alexeev's solution](#)

125.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ivan.alexeev's solution](#)

126.

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

[ivan.alexeev's solution](#)

127.

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
[ivan.alexeev's solution](#)

128.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[ivan.alexeev's solution](#)

129.

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
[ivan.alexeev's solution](#)

130.

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
[ivan.alexeev's solution](#)

131.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[ivan.alexeev's solution](#)

132.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[ivan.alexeev's solution](#)

133.

2175C

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

Rating: 1200 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ivan.alexeev's solution](#)

134.

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
[ivan.alexeev's solution](#)

135.

1744D

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

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[ivan.alexeev's solution](#)

136.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[ivan.alexeev's solution](#)

137.

2062C

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

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

[ivan.alexeev's solution](#)

138.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ivan.alexeev's solution](#)

139.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ivan.alexeev's solution](#)

140.

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

[ivan.alexeev's solution](#)

141.

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

[ivan.alexeev's solution](#)

142.

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

[ivan.alexeev's solution](#)

143.

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

[ivan.alexeev's solution](#)

144.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ivan.alexeev's solution](#)

145.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ivan.alexeev's solution](#)

146.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[ivan.alexeev's solution](#)

147.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[ivan.alexeev's solution](#)

148.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[ivan.alexeev's solution](#)

149.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: math, number theory

[ivan.alexeev's solution](#)

150.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ivan.alexeev's solution](#)

151.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ivan.alexeev's solution](#)

152.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[ivan.alexeev's solution](#)

153.

2049B

[pspspsps](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

154.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ivan.alexeev's solution](#)

155.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ivan.alexeev's solution](#)

156.

1754C1

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

Rating: 1300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ivan.alexeev's solution](#)

157.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ivan.alexeev's solution](#)

158.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

159.

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

[ivan.alexeev's solution](#)

160.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[ivan.alexeev's solution](#)

161.

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

[ivan.alexeev's solution](#)

162.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ivan.alexeev's solution](#)

163.

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

[ivan.alexeev's solution](#)

164.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ivan.alexeev's solution](#)

165.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[ivan.alexeev's solution](#)

166.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ivan.alexeev's solution](#)

167.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ivan.alexeev's solution](#)

168.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[ivan.alexeev's solution](#)

169.

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
[ivan.alexeev's solution](#)

170.

2156C

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

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[ivan.alexeev's solution](#)

171.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[ivan.alexeev's solution](#)

172.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ivan.alexeev's solution](#)

173.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[ivan.alexeev's solution](#)

174.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[ivan.alexeev's solution](#)

175.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[ivan.alexeev's solution](#)

176.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[ivan.alexeev's solution](#)

177.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[ivan.alexeev's solution](#)

178.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ivan.alexeev's solution](#)

179.

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

[ivan.alexeev's solution](#)

180.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[ivan.alexeev's solution](#)

181.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ivan.alexeev's solution](#)

182.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ivan.alexeev's solution](#)

183.

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

[ivan.alexeev's solution](#)

184.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ivan.alexeev's solution](#)

185.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ivan.alexeev's solution](#)

186.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ivan.alexeev's solution](#)

187.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ivan.alexeev's solution](#)

188.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ivan.alexeev's solution](#)

189.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ivan.alexeev's solution](#)

190.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[ivan.alexeev's solution](#)

191.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[ivan.alexeev's solution](#)

192.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[ivan.alexeev's solution](#)

193.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[ivan.alexeev's solution](#)

194.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[ivan.alexeev's solution](#)

195.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[ivan.alexeev's solution](#)

196.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[ivan.alexeev's solution](#)

197.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[ivan.alexeev's solution](#)

198.

1999G1

[Ruler \(easy version\)](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[ivan.alexeev's solution](#)

199.

1754C2

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

Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[ivan.alexeev's solution](#)

200.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[ivan.alexeev's solution](#)

201.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ivan.alexeev's solution](#)

202.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ivan.alexeev's solution](#)

203.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[ivan.alexeev's solution](#)

204.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
[ivan.alexeev's solution](#)

205.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[ivan.alexeev's solution](#)

206.

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
[ivan.alexeev's solution](#)

207.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[ivan.alexeev's solution](#)

208.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ivan.alexeev's solution](#)

209.

2061D

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

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

210.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

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

211.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[ivan.alexeev's solution](#)

212.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[ivan.alexeev's solution](#)

213.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[ivan.alexeev's solution](#)

214.

1754D

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

Rating: 1600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[ivan.alexeev's solution](#)

215.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ivan.alexeev's solution](#)

216.

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
[ivan.alexeev's solution](#)

217.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[ivan.alexeev's solution](#)

218.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ivan.alexeev's solution](#)

219.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ivan.alexeev's solution](#)

220.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ivan.alexeev's solution](#)

221.

2152D

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

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ivan.alexeev's solution](#)

222.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ivan.alexeev's solution](#)

223.

2029C

[New Rating](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

224.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ivan.alexeev's solution](#)

225.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ivan.alexeev's solution](#)

226.

2007D

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

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

[ivan.alexeev's solution](#)

227.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ivan.alexeev's solution](#)

228.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[ivan.alexeev's solution](#)

229.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: strings

[ivan.alexeev's solution](#)

230.

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

[ivan.alexeev's solution](#)

231.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ivan.alexeev's solution](#)

232.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ivan.alexeev's solution](#)

233.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ivan.alexeev's solution](#)

234.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[ivan.alexeev's solution](#)

235.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ivan.alexeev's solution](#)

236.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ivan.alexeev's solution](#)

237.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ivan.alexeev's solution](#)

238.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[ivan.alexeev's solution](#)

239.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ivan.alexeev's solution](#)

240.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ivan.alexeev's solution](#)

241.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ivan.alexeev's solution](#)

242.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ivan.alexeev's solution](#)

243.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[ivan.alexeev's solution](#)

244.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ivan.alexeev's solution](#)

245.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[ivan.alexeev's solution](#)

246.

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

[ivan.alexeev's solution](#)

247.

2043D

[Problem about GCD](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

248.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ivan.alexeev's solution](#)

249.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ivan.alexeev's solution](#)

250.

2007E

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

Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[ivan.alexeev's solution](#)

251.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ivan.alexeev's solution](#)

252.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[ivan.alexeev's solution](#)

253.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ivan.alexeev's solution](#)

254.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ivan.alexeev's solution](#)

255.

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

[ivan.alexeev's solution](#)

256.

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

[ivan.alexeev's solution](#)

257.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ivan.alexeev's solution](#)

258.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[ivan.alexeev's solution](#)

259.

1758D

[Range = " Sum](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[ivan.alexeev's solution](#)

260.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[ivan.alexeev's solution](#)

261.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[ivan.alexeev's solution](#)

262.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[ivan.alexeev's solution](#)

263.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[ivan.alexeev's solution](#)

264.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[ivan.alexeev's solution](#)

265.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[ivan.alexeev's solution](#)

266.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[ivan.alexeev's solution](#)

267.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[ivan.alexeev's solution](#)

268.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ivan.alexeev's solution](#)

269.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ivan.alexeev's solution](#)

270.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[ivan.alexeev's solution](#)

271.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[ivan.alexeev's solution](#)

272.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[ivan.alexeev's solution](#)

273.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ivan.alexeev's solution](#)

274.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ivan.alexeev's solution](#)

275.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ivan.alexeev's solution](#)

276.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ivan.alexeev's solution](#)

277.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[ivan.alexeev's solution](#)

278.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ivan.alexeev's solution](#)

279.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[ivan.alexeev's solution](#)

280.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ivan.alexeev's solution](#)

281.

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

[ivan.alexeev's solution](#)

282.

1923E

[Count Paths](#) · [Tutorial](#)

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

[ivan.alexeev's solution](#)

283.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[ivan.alexeev's solution](#)

284.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ivan.alexeev's solution](#)

285.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ivan.alexeev's solution](#)

286.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ivan.alexeev's solution](#)

287.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[ivan.alexeev's solution](#)

288.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[ivan.alexeev's solution](#)

289.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ivan.alexeev's solution](#)

290.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[ivan.alexeev's solution](#)

291.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[ivan.alexeev's solution](#)

292.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ivan.alexeev's solution](#)

293.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ivan.alexeev's solution](#)

294.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[ivan.alexeev's solution](#)

295.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ivan.alexeev's solution](#)

296.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ivan.alexeev's solution](#)

297.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[ivan.alexeev's solution](#)

298.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ivan.alexeev's solution](#)

299.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ivan.alexeev's solution](#)

300.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ivan.alexeev's solution](#)

301.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[ivan.alexeev's solution](#)

302.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ivan.alexeev's solution](#)

303.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ivan.alexeev's solution](#)

304.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[ivan.alexeev's solution](#)

305.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ivan.alexeev's solution](#)

306.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[ivan.alexeev's solution](#)

307.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ivan.alexeev's solution](#)

308.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[ivan.alexeev's solution](#)

309.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ivan.alexeev's solution](#)

310.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ivan.alexeev's solution](#)

311.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ivan.alexeev's solution](#)

312.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[ivan.alexeev's solution](#)

313.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[ivan.alexeev's solution](#)

314.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ivan.alexeev's solution](#)

315.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[ivan.alexeev's solution](#)

316.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ivan.alexeev's solution](#)

317.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs, greedy, math, trees

[ivan.alexeev's solution](#)

318.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ivan.alexeev's solution](#)

319.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[ivan.alexeev's solution](#)

320.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[ivan.alexeev's solution](#)

321.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-07-31 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[ivan.alexeev's solution](#)

322.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ivan.alexeev's solution](#)

323.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[ivan.alexeev's solution](#)

324.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ivan.alexeev's solution](#)

325.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ivan.alexeev's solution](#)

326.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[ivan.alexeev's solution](#)

327.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ivan.alexeev's solution](#)

328.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ivan.alexeev's solution](#)

329.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[ivan.alexeev's solution](#)

330.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[ivan.alexeev's solution](#)

331.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[ivan.alexeev's solution](#)

332.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ivan.alexeev's solution](#)

333.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ivan.alexeev's solution](#)

334.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[ivan.alexeev's solution](#)

335.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ivan.alexeev's solution](#)

336.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ivan.alexeev's solution](#)

337.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ivan.alexeev's solution](#)

338.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[ivan.alexeev's solution](#)

339.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[ivan.alexeev's solution](#)

340.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[ivan.alexeev's solution](#)

341.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[ivan.alexeev's solution](#)

342.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[ivan.alexeev's solution](#)

343.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy

[ivan.alexeev's solution](#)

344.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ivan.alexeev's solution](#)

345.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ivan.alexeev's solution](#)

346.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ivan.alexeev's solution](#)

347.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[ivan.alexeev's solution](#)

348.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[ivan.alexeev's solution](#)

349.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[ivan.alexeev's solution](#)

350.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[ivan.alexeev's solution](#)

351.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[ivan.alexeev's solution](#)

352.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[ivan.alexeev's solution](#)

353.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[ivan.alexeev's solution](#)

354.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ivan.alexeev's solution](#)

355.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[ivan.alexeev's solution](#)

356.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-03 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[ivan.alexeev's solution](#)

357.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[ivan.alexeev's solution](#)

358.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[ivan.alexeev's solution](#)

359.

104454L

[Permutations and sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

360.

104454M

[Three cushion carom](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

361.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

362.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

363.

104454E

[Brass Birmingham: coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

364.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

365.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

366.

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

367.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

368.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

369.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

370.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

371.

104454J

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

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

372.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

373.

1042916

[A→00DCT@CT=Dd8Dö](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[ivan.alexeev's solution](#)

374.

1041567

[A→00A€](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

375.

1041565

[AÄ5D\\$@CäAD\\$@Cä9](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

376.

1017133

[A8DDB](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

377.

1017132

[A#ZC4D10D\\$K C, :D41D°](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

378.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ivan.alexeev's solution](#)

379.

1017147

[A→00A CäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

380.

1024808

[A;C;C BD°](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

381.

1024807

[A;C;C<C B](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

382.

1024806

[A;C;C, @Cä2C#0 D4GC AD\\$:C](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

383.

1024805

[A;C;C, <C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

384.

1012927

[B 8C;C\\$KCR ?Cä;Dö](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

385.

1024793

[A->D;C 0 D @D4BC,=Cä9](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

386.

1024792

[A;C;C 2D`HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

387.

1024791

[B ;C;CäAD\\$L C#2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

388.

1029352

[B ;C;C,5CÖ8CR BC 1C`8DdK](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

389.

1029351

[AD2C;AD\\$0CÖ:C](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

390.

104359B

[A;C;C 8CÖ4D >CÄ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

391.

1041553

[B>C<D"Ô?D';CTACäA](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

392.

1035337

[Aä7D\\$8D:5D :C,,5 C#0CÔ0C`K D 2D67C€](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

393.

1012543

[B U0<0TICT=C,,5 CD0CÔ=D`E](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)

394.

1035321

[Bt5CÄ70,,>CÔ0D" ?Câ CD BCÔ>CÄC D GCTBD0](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ivan.alexeev's solution](#)