

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

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# Unique solved — janY

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

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

Filters: none

Count: 1,918

- 1.**  
2210A  
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Quality: 22,240 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[janY\\_'s solution](#)
- 2.**  
2211A  
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Quality: 16,073 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)
- 3.**  
2204B  
[Right Maximum](#) · [Tutorial](#)  
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- 4.**  
2204A  
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- 5.**  
2207A  
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- 6.**  
2205B  
[Simons and Cakes for Success](#) · [Tutorial](#)  
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[janY\\_'s solution](#)
- 7.**  
2205A  
[Simons and Making It Beautiful](#) · [Tutorial](#)  
Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[janY\\_'s solution](#)
- 8.**  
2189A  
[Table with Numbers](#) · [Tutorial](#)  
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- 9.**  
2185B  
[Prefix Max](#) · [Tutorial](#)  
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**10.**

2185A

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**11.**

2183A

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**12.**

2178A

[Yes or Yes](#) · [Tutorial](#)

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**13.**

2158A

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**14.**

2170A

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Quality: 19,933 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
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**15.**

2157A

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**16.**

2163A

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**17.**

2161A

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**18.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

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**19.**

2110A

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**20.**

2104A

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**21.**

2106A

[Dr. TC](#) · [Tutorial](#)

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**22.**

2084A

[Max and Mod](#) · [Tutorial](#)

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**23.**

2086A

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Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**24.**

2071A

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

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**25.**

2070A

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**26.**

2072A

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

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**27.**

2069A

[Was there an Array?](#) · [Tutorial](#)

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**28.**

2064A

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**29.**

2067A

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**30.**

2065B

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**31.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

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**32.**

2009B

[osu!mania](#) · [Tutorial](#)

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**33.**

2009A

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**34.**

2050A

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**35.**

2059A

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**36.**

2062A

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**37.**

2063A

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**38.**

2061A

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**39.**

2056A

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**40.**

2055A

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41.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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42.

2053A

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43.

2043A

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44.

2051B

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45.

2051A

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46.

2048A

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47.

2049A

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48.

2036A

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49.

2044A

[Easy Problem](#) · [Tutorial](#)

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50.

2044B

[Normal Problem](#) · [Tutorial](#)

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51.

2044C

[Hard Problem](#) · [Tutorial](#)

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**52.**

2042A

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**53.**

2034A

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**54.**

2039A

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**55.**

2031A

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**56.**

2029A

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**57.**

2035A

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**58.**

2027A

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**59.**

2030B

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**60.**

2030A

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**61.**

2025A

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**62.**

2022A

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**63.**

2021A

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**64.**

2013A

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**65.**

2020A

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

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**66.**

2019A

[Max Plus Size](#) · [Tutorial](#)

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**67.**

2014B

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**68.**

2014A

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Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**69.**

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**70.**

1998A

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**71.**

1993A

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Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**72.**

1991A

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**73.**

1994A

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**74.**

1983A

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**75.**

1987A

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**76.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**77.**

1977A

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Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**78.**

1978B

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**79.**

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  
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**80.**

1985B

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Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
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**81.**

1985A

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Quality: 72,372 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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**82.**

1980B

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**83.**

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math

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**84.**

1984A

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

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**85.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**86.**

1975A

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

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**87.**

1974B

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

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**88.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,918 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**89.**

1971B

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**90.**

1971A

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**91.**

1968B

[Prefiquence](#) · [Tutorial](#)

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**92.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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**93.**

1966A

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Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy  
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**94.**

1972A

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**95.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[janY\\_'s solution](#)

**96.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**97.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[janY\\_'s solution](#)

**98.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[janY\\_'s solution](#)

**99.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[janY\\_'s solution](#)

**100.**

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  
[janY\\_'s solution](#)

**101.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**102.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**103.**

1950A

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

Quality: 69,445 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**104.**

1946A

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

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

**105.**

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[janY\\_'s solution](#)

**106.**

1945A

[Setting up Camp](#) · [Tutorial](#)

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

**107.**

1948A

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

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

**108.**

1941A

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

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

**109.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[janY\\_'s solution](#)

**110.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**111.**

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  
[janY\\_'s solution](#)

**112.**

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[janY\\_'s solution](#)

**113.**

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[janY\\_'s solution](#)

**114.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**115.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**116.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[janY\\_'s solution](#)

**117.**

1926A

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

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**118.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[janY\\_'s solution](#)

**119.**

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

[janY\\_'s solution](#)

**120.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**121.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[janY\\_'s solution](#)

**122.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**123.**

1931A

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

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[janY\\_'s solution](#)

**124.**

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[janY\\_'s solution](#)

**125.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[janY\\_'s solution](#)

**126.**

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**127.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[janY\\_'s solution](#)

**128.**

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[janY\\_'s solution](#)

**129.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[janY\\_'s solution](#)

**130.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[janY\\_'s solution](#)

**131.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**132.**

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**133.**

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

[janY\\_'s solution](#)

**134.**

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

[janY\\_'s solution](#)

**135.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[janY\\_'s solution](#)

**136.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[janY\\_'s solution](#)

### 137.

1916A

[2023 · Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[janY\\_'s solution](#)

### 138.

1915C

[Can I Square? · Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[janY\\_'s solution](#)

### 139.

1915B

[Not Quite Latin Square · Tutorial](#)

Quality: 50,354 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[janY\\_'s solution](#)

### 140.

1915A

[Odd One Out · Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[janY\\_'s solution](#)

### 141.

1917A

[Least Product · Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

### 142.

1909A

[Distinct Buttons · Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

### 143.

1914B

[Preparing for the Contest · Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

### 144.

1914A

[Problemsolving Log · Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

### 145.

1913A

[Rating Increase · Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

### 146.

1905A

[Constructive Problems · Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**147.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[janY\\_'s solution](#)

**148.**

1791A

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

Quality: 80,614 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**149.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[janY\\_'s solution](#)

**150.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,716 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**151.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[janY\\_'s solution](#)

**152.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**153.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[janY\\_'s solution](#)

**154.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,317 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math  
[janY\\_'s solution](#)

**155.**

1907A

[Rook](#) · [Tutorial](#)

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

**156.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**157.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,630 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[janY\\_'s solution](#)

**158.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,329 global accepts · Rating: 800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[janY\\_'s solution](#)

**159.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**160.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,096 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[janY\\_'s solution](#)

**161.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[janY\\_'s solution](#)

**162.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**163.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[janY\\_'s solution](#)

**164.**

1899A

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

Quality: 92,749 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[janY\\_'s solution](#)

**165.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,551 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**166.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

**167.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[janY\\_'s solution](#)

**168.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**169.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[janY\\_'s solution](#)

**170.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[janY\\_'s solution](#)

**171.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[janY\\_'s solution](#)

**172.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,104 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**173.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[janY\\_'s solution](#)

**174.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: strings

[janY\\_'s solution](#)

**175.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**176.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**177.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[janY\\_'s solution](#)

**178.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,317 global accepts · Rating: 800 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[janY\\_'s solution](#)

**179.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[janY\\_'s solution](#)

**180.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**181.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,669 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**182.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**183.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**184.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[janY\\_'s solution](#)

**185.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,693 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**186.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,993 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

**187.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[janY\\_'s solution](#)

**188.**

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

[janY\\_'s solution](#)

**189.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,445 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

**190.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**191.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[janY\\_'s solution](#)

**192.**

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[janY\\_'s solution](#)

**193.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**194.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**195.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,348 global accepts · Rating: 800 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**196.**

546A

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

Quality: 235,202 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[janY\\_'s solution](#)

**197.**

791A

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

Quality: 257,214 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**198.**

266A

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

Quality: 244,559 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**199.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,029 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[janY\\_'s solution](#)

**200.**

281A

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

Quality: 270,985 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

**201.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,533 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**202.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,498 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**203.**

977A

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

Quality: 217,490 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**204.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**205.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**206.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**207.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**208.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**209.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[janY\\_'s solution](#)

**210.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[janY\\_'s solution](#)

**211.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[janY\\_'s solution](#)

**212.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,989 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**213.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings  
[janY\\_'s solution](#)

**214.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[janY\\_'s solution](#)

**215.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,343 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
[janY\\_'s solution](#)

**216.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: math  
[janY\\_'s solution](#)

**217.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[janY\\_'s solution](#)

**218.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[janY\\_'s solution](#)

**219.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory  
[janY\\_'s solution](#)

**220.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[janY\\_'s solution](#)

**221.**

1783A

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

Quality: 48,718 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings  
[janY\\_'s solution](#)

**222.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**223.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[janY\\_'s solution](#)

**224.**

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

[janY\\_'s solution](#)

**225.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**226.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**227.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[janY\\_'s solution](#)

**228.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**229.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,113 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

**230.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[janY\\_'s solution](#)

**231.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[janY\\_'s solution](#)

**232.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**233.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,543 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**234.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[janY\\_'s solution](#)

**235.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[janY\\_'s solution](#)

**236.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation  
[janY\\_'s solution](#)

**237.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**238.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[janY\\_'s solution](#)

**239.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[janY\\_'s solution](#)

**240.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[janY\\_'s solution](#)

**241.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[janY\\_'s solution](#)

**242.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**243.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**244.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,350 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[janY\\_'s solution](#)

**245.**

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[janY\\_'s solution](#)

**246.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,451 global accepts · Rating: 800 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

**247.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[janY\\_'s solution](#)

**248.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[janY\\_'s solution](#)

**249.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[janY\\_'s solution](#)

**250.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[janY\\_'s solution](#)

**251.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

**252.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,032 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**253.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[janY\\_'s solution](#)

**254.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[janY\\_'s solution](#)

**255.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[janY\\_'s solution](#)

**256.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[janY\\_'s solution](#)

**257.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**258.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,904 global accepts · Rating: 800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks  
[janY\\_'s solution](#)

**259.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[janY\\_'s solution](#)

**260.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[janY\\_'s solution](#)

**261.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**262.**

1837A

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

Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**263.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,052 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers  
[janY\\_'s solution](#)

**264.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**265.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**266.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[janY\\_'s solution](#)

**267.**

1831A

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

Quality: 46,301 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**268.**

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[janY\\_'s solution](#)

**269.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,127 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[janY\\_'s solution](#)

**270.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,303 global accepts · Rating: 800 · first AC: 2022-11-03 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**271.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[janY\\_'s solution](#)

**272.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**273.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,101 global accepts · Rating: 800 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[janY\\_'s solution](#)

**274.**

112A

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

Quality: 287,250 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

**275.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,998 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**276.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,283 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**277.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,718 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**278.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,470 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[janY\\_'s solution](#)

**279.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,259 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[janY\\_'s solution](#)

**280.**

71A

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

Quality: 503,253 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: strings

[janY\\_'s solution](#)

**281.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[janY\\_'s solution](#)

**282.**

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**283.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,547 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[janY\\_'s solution](#)

**284.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,985 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[janY\\_'s solution](#)

**285.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[janY\\_'s solution](#)

**286.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

**287.**

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[janY\\_'s solution](#)

**288.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**289.**

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[janY\\_'s solution](#)

**290.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**291.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**292.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[janY\\_'s solution](#)

**293.**

2031B

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

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[janY\\_'s solution](#)

**294.**

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[janY\\_'s solution](#)

**295.**

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[janY\\_'s solution](#)

**296.**

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

[janY\\_'s solution](#)

**297.**

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**298.**

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[janY\\_'s solution](#)

**299.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

**300.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[janY\\_'s solution](#)

**301.**

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**302.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games

[janY\\_'s solution](#)

**303.**

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**304.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**305.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**306.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[janY\\_'s solution](#)

**307.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,363 global accepts · Rating: 900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[janY\\_'s solution](#)

**308.**

1927B

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

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[janY\\_'s solution](#)

**309.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[janY\\_'s solution](#)

**310.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**311.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[janY\\_'s solution](#)

**312.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,380 global accepts · Rating: 900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[janY\\_'s solution](#)

**313.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[janY\\_'s solution](#)

**314.**

1900B

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

Quality: 20,472 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[janY\\_'s solution](#)

**315.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[janY\\_'s solution](#)

**316.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[janY\\_'s solution](#)

**317.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**318.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**319.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**320.**

1888A

[Chemistry](#) · [Tutorial](#)

Quality: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[janY\\_'s solution](#)

**321.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**322.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**323.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**324.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,716 global accepts · Rating: 900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**325.**

1875A

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

Quality: 46,999 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[janY\\_'s solution](#)

**326.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**327.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[janY\\_'s solution](#)

**328.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,649 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**329.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**330.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,056 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**331.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[janY\\_'s solution](#)

**332.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,896 global accepts · Rating: 900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[janY\\_'s solution](#)

**333.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,870 global accepts · Rating: 900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**334.**

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[janY\\_'s solution](#)

**335.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[janY\\_'s solution](#)

**336.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**337.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[janY\\_'s solution](#)

**338.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[janY\\_'s solution](#)

**339.**

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

[janY\\_'s solution](#)

**340.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[janY\\_'s solution](#)

**341.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[janY\\_'s solution](#)

**342.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,924 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[janY\\_'s solution](#)

**343.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[janY\\_'s solution](#)

**344.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[janY\\_'s solution](#)

**345.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[janY\\_'s solution](#)

**346.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**347.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[janY\\_'s solution](#)

**348.**

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[janY\\_'s solution](#)

**349.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,303 global accepts · Rating: 900 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**350.**

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**351.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**352.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**353.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,648 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**354.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**355.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[janY\\_'s solution](#)

**356.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[janY\\_'s solution](#)

**357.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[janY\\_'s solution](#)

**358.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[janY\\_'s solution](#)

**359.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[janY\\_'s solution](#)

**360.**

2057B

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

Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[janY\\_'s solution](#)

**361.**

2051C

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

Quality: 28,011 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[janY\\_'s solution](#)

**362.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[janY\\_'s solution](#)

**363.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[janY\\_'s solution](#)

**364.**

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[janY\\_'s solution](#)

**365.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[janY\\_'s solution](#)

**366.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[janY\\_'s solution](#)

**367.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**368.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**369.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[janY\\_'s solution](#)

**370.**

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[janY\\_'s solution](#)

**371.**

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[janY\\_'s solution](#)

**372.**

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[janY\\_'s solution](#)

**373.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**374.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[janY\\_'s solution](#)

**375.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

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

[janY\\_'s solution](#)

**376.**

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

[janY\\_'s solution](#)

**377.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**378.**

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**379.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[janY\\_'s solution](#)

**380.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[janY\\_'s solution](#)

**381.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,252 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[janY\\_'s solution](#)

**382.**

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[janY\\_'s solution](#)

**383.**

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[janY\\_'s solution](#)

**384.**

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[janY\\_'s solution](#)

**385.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**386.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**387.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[janY\\_'s solution](#)

**388.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[janY\\_'s solution](#)

**389.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**390.**

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[janY\\_'s solution](#)

**391.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,429 global accepts · Rating: 1000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[janY\\_'s solution](#)

**392.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[janY\\_'s solution](#)

**393.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[janY\\_'s solution](#)

**394.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**395.**

1859B

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

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[janY\\_'s solution](#)

**396.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[janY\\_'s solution](#)

**397.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[janY\\_'s solution](#)

**398.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**399.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[janY\\_'s solution](#)

**400.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**401.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[janY\\_'s solution](#)

**402.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,993 global accepts · Rating: 1000 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[janY\\_'s solution](#)

**403.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**404.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,928 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[janY\\_'s solution](#)

**405.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**406.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[janY\\_'s solution](#)

**407.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**408.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[janY\\_'s solution](#)

**409.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**410.**

1782B

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

Rating: 1000 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[janY\\_'s solution](#)

**411.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[janY\\_'s solution](#)

**412.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,055 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**413.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**414.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[janY\\_'s solution](#)

**415.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**416.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,625 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[janY\\_'s solution](#)

**417.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[janY\\_'s solution](#)

**418.**

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**419.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[janY\\_'s solution](#)

**420.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[janY\\_'s solution](#)

**421.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[janY\\_'s solution](#)

**422.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[janY\\_'s solution](#)

**423.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[janY\\_'s solution](#)

**424.**

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

[janY\\_'s solution](#)

**425.**

2065C1

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

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[janY\\_'s solution](#)

**426.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,011 global accepts · Rating: 1100 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**427.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math  
[janY\\_'s solution](#)

**428.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[janY\\_'s solution](#)

**429.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[janY\\_'s solution](#)

**430.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[janY\\_'s solution](#)

**431.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,101 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**432.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[janY\\_'s solution](#)

**433.**

2027B

[Stalin Sort](#) · [Tutorial](#)

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

**434.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[janY\\_'s solution](#)

**435.**

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[janY\\_'s solution](#)

**436.**

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[janY\\_'s solution](#)

**437.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**438.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[janY\\_'s solution](#)

**439.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**440.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**441.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings  
[janY\\_'s solution](#)

**442.**

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[janY\\_'s solution](#)

**443.**

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[janY\\_'s solution](#)

**444.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[janY\\_'s solution](#)

**445.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**446.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[janY\\_'s solution](#)

**447.**

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[janY\\_'s solution](#)

**448.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[janY\\_'s solution](#)

**449.**

1948B

[Array Fix](#) · [Tutorial](#)

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

[janY\\_'s solution](#)

**450.**

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[janY\\_'s solution](#)

**451.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[janY\\_'s solution](#)

**452.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[janY\\_'s solution](#)

**453.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[janY\\_'s solution](#)

**454.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[janY\\_'s solution](#)

**455.**

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[janY\\_'s solution](#)

**456.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,534 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**457.**

1905B

[Beginner's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[janY\\_'s solution](#)

**458.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[janY\\_'s solution](#)

**459.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[janY\\_'s solution](#)

**460.**

1800C2

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

Quality: 27,089 global accepts · Rating: 1100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[janY\\_'s solution](#)

**461.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**462.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[janY\\_'s solution](#)

**463.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,866 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[janY\\_'s solution](#)

**464.**

1899B

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

Quality: 33,360 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[janY\\_'s solution](#)

**465.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[janY\\_'s solution](#)

**466.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[janY\\_'s solution](#)

**467.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**468.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2023-06-02 · last AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory  
[janY\\_'s solution](#)

**469.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[janY\\_'s solution](#)

**470.**

1873E

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

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings  
[janY\\_'s solution](#)

**471.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[janY\\_'s solution](#)

**472.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-10 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings  
[janY\\_'s solution](#)

**473.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[janY\\_'s solution](#)

**474.**

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[janY\\_'s solution](#)

**475.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**476.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[janY\\_'s solution](#)

**477.**

1821B

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

Quality: 28,331 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[janY\\_'s solution](#)

**478.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[janY\\_'s solution](#)

**479.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[janY\\_'s solution](#)

**480.**

1511C

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

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[janY\\_'s solution](#)

**481.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**482.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[janY\\_'s solution](#)

**483.**

1826B

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

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**484.**

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math

[janY\\_'s solution](#)

**485.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[janY\\_'s solution](#)

**486.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[janY\\_'s solution](#)

**487.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**488.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[janY\\_'s solution](#)

**489.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**490.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[janY\\_'s solution](#)

**491.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**492.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**493.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[janY\\_'s solution](#)

**494.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[janY\\_'s solution](#)

**495.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,010 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[janY\\_'s solution](#)

**496.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[janY\\_'s solution](#)

**497.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,493 global accepts · Rating: 1100 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[janY\\_'s solution](#)

**498.**

2210C1

[A Simple GCD Problem \(Easy Version\) · Tutorial](#)

Quality: 12,814 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory  
[janY\\_'s solution](#)

**499.**

2189B

[The Curse of the Frog · Tutorial](#)

Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**500.**

2178C

[First or Second · Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[janY\\_'s solution](#)

**501.**

2158B

[Split · Tutorial](#)

Quality: 13,949 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**502.**

2170B

[Addition on a Segment · Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[janY\\_'s solution](#)

**503.**

2161C

[Loyalty · Tutorial](#)

Quality: 12,556 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[janY\\_'s solution](#)

**504.**

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[janY\\_'s solution](#)

**505.**

2069B

[Set of Strangers · Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices  
[janY\\_'s solution](#)

**506.**

2067B

[Two Large Bags · Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings  
[janY\\_'s solution](#)

**507.**

2065D

[Skibidus and Sigma · Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[janY\\_'s solution](#)

**508.**

2050C

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

Quality: 25,002 global accepts · Rating: 1200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[janY\\_'s solution](#)

**509.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[janY\\_'s solution](#)

**510.**

2056C

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

Quality: 19,436 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math  
[janY\\_'s solution](#)

**511.**

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[janY\\_'s solution](#)

**512.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,921 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers  
[janY\\_'s solution](#)

**513.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[janY\\_'s solution](#)

**514.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[janY\\_'s solution](#)

**515.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory  
[janY\\_'s solution](#)

**516.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[janY\\_'s solution](#)

**517.**

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[janY\\_'s solution](#)

**518.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**519.**

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[janY\\_'s solution](#)

**520.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math  
[janY\\_'s solution](#)

**521.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[janY\\_'s solution](#)

**522.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[janY\\_'s solution](#)

**523.**

1989B

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

Quality: 23,316 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[janY\\_'s solution](#)

**524.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math  
[janY\\_'s solution](#)

**525.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[janY\\_'s solution](#)

**526.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[janY\\_'s solution](#)

**527.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[janY\\_'s solution](#)

**528.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[janY\\_'s solution](#)

**529.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**530.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[janY\\_'s solution](#)

**531.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[janY\\_'s solution](#)

**532.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,938 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation  
[janY\\_'s solution](#)

**533.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**534.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[janY\\_'s solution](#)

**535.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings  
[janY\\_'s solution](#)

**536.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[janY\\_'s solution](#)

**537.**

1926C

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

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[janY\\_'s solution](#)

**538.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[janY\\_'s solution](#)

**539.**

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[janY\\_'s solution](#)

**540.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[janY\\_'s solution](#)

**541.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[janY\\_'s solution](#)

**542.**

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

[janY\\_'s solution](#)

**543.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[janY\\_'s solution](#)

**544.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[janY\\_'s solution](#)

**545.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[janY\\_'s solution](#)

**546.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**547.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[janY\\_'s solution](#)

**548.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math,

sortings

[janY\\_'s solution](#)

**549.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**550.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[janY\\_'s solution](#)

**551.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[janY\\_'s solution](#)

**552.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[janY\\_'s solution](#)

**553.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[janY\\_'s solution](#)

**554.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**555.**

492B

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

Quality: 90,189 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[janY\\_'s solution](#)

**556.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[janY\\_'s solution](#)

**557.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[janY\\_'s solution](#)

**558.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[janY\\_'s solution](#)

**559.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[janY\\_'s solution](#)

**560.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[janY\\_'s solution](#)

**561.**

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[janY\\_'s solution](#)

**562.**

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**563.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,564 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[janY\\_'s solution](#)

**564.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**565.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[janY\\_'s solution](#)

**566.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[janY\\_'s solution](#)

**567.**

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[janY\\_'s solution](#)

**568.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[janY\\_'s solution](#)

**569.**

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[janY\\_'s solution](#)

**570.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[janY\\_'s solution](#)

**571.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[janY\\_'s solution](#)

**572.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[janY\\_'s solution](#)

**573.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[janY\\_'s solution](#)

**574.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[janY\\_'s solution](#)

**575.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,258 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**576.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[janY\\_'s solution](#)

**577.**

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[janY\\_'s solution](#)

**578.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[janY\\_'s solution](#)

**579.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[janY\\_'s solution](#)

**580.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[janY\\_'s solution](#)

**581.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**582.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,395 global accepts · Rating: 1200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[janY\\_'s solution](#)

**583.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[janY\\_'s solution](#)

**584.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[janY\\_'s solution](#)

**585.**

2201A1

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

Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[janY\\_'s solution](#)

**586.**

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**587.**

2189C1

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

Quality: 13,899 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[janY\\_'s solution](#)

**588.**

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

[janY\\_'s solution](#)

**589.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**590.**

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[janY\\_'s solution](#)

**591.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[janY\\_'s solution](#)

**592.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[janY\\_'s solution](#)

**593.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[janY\\_'s solution](#)

**594.**

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[janY\\_'s solution](#)

**595.**

2064C

[Remove the Ends](#) · [Tutorial](#)

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

[janY\\_'s solution](#)

**596.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[janY\\_'s solution](#)

**597.**

2050D

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

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[janY\\_'s solution](#)

**598.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[janY\\_'s solution](#)

**599.**

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[janY\\_'s solution](#)

**600.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[janY\\_'s solution](#)

**601.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[janY\\_'s solution](#)

**602.**

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[janY\\_'s solution](#)

**603.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**604.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[janY\\_'s solution](#)

**605.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 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

[janY\\_'s solution](#)

**606.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[janY\\_'s solution](#)

**607.**

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**608.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**609.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math

[janY\\_'s solution](#)

**610.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**611.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[janY\\_'s solution](#)

**612.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[janY\\_'s solution](#)

**613.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[janY\\_'s solution](#)

**614.**

1955C

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

Quality: 24,504 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[janY\\_'s solution](#)

**615.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[janY\\_'s solution](#)

**616.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[janY\\_'s solution](#)

**617.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[janY\\_'s solution](#)

**618.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[janY\\_'s solution](#)

**619.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[janY\\_'s solution](#)

**620.**

1926D

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

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[janY\\_'s solution](#)

**621.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[janY\\_'s solution](#)

**622.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[janY\\_'s solution](#)

**623.**

1927D

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

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[janY\\_'s solution](#)

**624.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[janY\\_'s solution](#)

**625.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[janY\\_'s solution](#)

**626.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[janY\\_'s solution](#)

**627.**

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers  
[janY\\_'s solution](#)

**628.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,527 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[janY\\_'s solution](#)

**629.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[janY\\_'s solution](#)

**630.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[janY\\_'s solution](#)

**631.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[janY\\_'s solution](#)

**632.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,275 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[janY\\_'s solution](#)

**633.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[janY\\_'s solution](#)

**634.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[janY\\_'s solution](#)

**635.**

1881D

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

Quality: 28,431 global accepts · Rating: 1300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**636.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[janY\\_'s solution](#)

**637.**

1668C

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

Rating: 1300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**638.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**639.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[janY\\_'s solution](#)

**640.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[janY\\_'s solution](#)

**641.**

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

[janY\\_'s solution](#)

**642.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[janY\\_'s solution](#)

**643.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[janY\\_'s solution](#)

**644.**

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**645.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[janY\\_'s solution](#)

**646.**

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[janY\\_'s solution](#)

**647.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[janY\\_'s solution](#)

**648.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[janY\\_'s solution](#)

**649.**

1816C

[lan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[janY\\_'s solution](#)

**650.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[janY\\_'s solution](#)

**651.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[janY\\_'s solution](#)

**652.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[janY\\_'s solution](#)

**653.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[janY\\_'s solution](#)

**654.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[janY\\_'s solution](#)

**655.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[janY\\_'s solution](#)

**656.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[janY\\_'s solution](#)

**657.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[janY\\_'s solution](#)

**658.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[janY\\_'s solution](#)

**659.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[janY\\_'s solution](#)

**660.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[janY\\_'s solution](#)

**661.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math  
[janY\\_'s solution](#)

**662.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[janY\\_'s solution](#)

**663.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[janY\\_'s solution](#)

**664.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[janY\\_'s solution](#)

**665.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**666.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**667.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings  
[janY\\_'s solution](#)

**668.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar  
[janY\\_'s solution](#)

**669.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[janY\\_'s solution](#)

**670.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,062 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy  
[janY\\_'s solution](#)

**671.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[janY\\_'s solution](#)

**672.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[janY\\_'s solution](#)

**673.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,217 global accepts · Rating: 1400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[janY\\_'s solution](#)

**674.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**675.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[janY\\_'s solution](#)

**676.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[janY\\_'s solution](#)

**677.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[janY\\_'s solution](#)

**678.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[janY\\_'s solution](#)

**679.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[janY\\_'s solution](#)

**680.**

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[janY\\_'s solution](#)

**681.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[janY\\_'s solution](#)

**682.**

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[janY\\_'s solution](#)

**683.**

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[janY\\_'s solution](#)

**684.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[janY\\_'s solution](#)

**685.**

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[janY\\_'s solution](#)

**686.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[janY\\_'s solution](#)

**687.**

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[janY\\_'s solution](#)

**688.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[janY\\_'s solution](#)

**689.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[janY\\_'s solution](#)

**690.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**691.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,379 global accepts · Rating: 1400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[janY\\_'s solution](#)

## 692.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[janY\\_'s solution](#)

## 693.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[janY\\_'s solution](#)

## 694.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games

[janY\\_'s solution](#)

## 695.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)

## 696.

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

[janY\\_'s solution](#)

## 697.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[janY\\_'s solution](#)

## 698.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[janY\\_'s solution](#)

## 699.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[janY\\_'s solution](#)

## 700.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[janY\\_'s solution](#)

## 701.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**702.**

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  
[janY\\_'s solution](#)

**703.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 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  
[janY\\_'s solution](#)

**704.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[janY\\_'s solution](#)

**705.**

1931E

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

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[janY\\_'s solution](#)

**706.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[janY\\_'s solution](#)

**707.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers  
[janY\\_'s solution](#)

**708.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math  
[janY\\_'s solution](#)

**709.**

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[janY\\_'s solution](#)

**710.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[janY\\_'s solution](#)

**711.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings  
[janY\\_'s solution](#)

**712.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings  
[janY\\_'s solution](#)

**713.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[janY\\_'s solution](#)

**714.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[janY\\_'s solution](#)

**715.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms  
[janY\\_'s solution](#)

**716.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[janY\\_'s solution](#)

**717.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**718.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**719.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation  
[janY\\_'s solution](#)

**720.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[janY\\_'s solution](#)

**721.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[janY\\_'s solution](#)

**722.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[janY\\_'s solution](#)

**723.**

1888C

[You Are So Beautiful · Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[janY\\_'s solution](#)

**724.**

1772D

[Absolute Sorting · Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**725.**

1773E

[Easy Assembly · Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**726.**

1875C

[Jellyfish and Green Apple · Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[janY\\_'s solution](#)

**727.**

1878E

[Iva & Pav · Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[janY\\_'s solution](#)

**728.**

1706C

[Qpwoeirut And The City · Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[janY\\_'s solution](#)

**729.**

1691C

[Sum of Substrings · Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[janY\\_'s solution](#)

**730.**

1866B

[Battling with Numbers · Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[janY\\_'s solution](#)

**731.**

1733D1

[Zero-One \(Easy Version\) · Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**732.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**733.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[janY\\_'s solution](#)

**734.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy  
[janY\\_'s solution](#)

**735.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings  
[janY\\_'s solution](#)

**736.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[janY\\_'s solution](#)

**737.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**738.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[janY\\_'s solution](#)

**739.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[janY\\_'s solution](#)

**740.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[janY\\_'s solution](#)

**741.**

1800E1

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

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[janY\\_'s solution](#)

**742.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[janY\\_'s solution](#)

**743.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math  
[janY\\_'s solution](#)

**744.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[janY\\_'s solution](#)

**745.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,947 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[janY\\_'s solution](#)

**746.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**747.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[janY\\_'s solution](#)

**748.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[janY\\_'s solution](#)

**749.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[janY\\_'s solution](#)

**750.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[janY\\_'s solution](#)

**751.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**752.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[janY\\_'s solution](#)

**753.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,083 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**754.**

1831C

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

Rating: 1400 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[janY\\_'s solution](#)

**755.**

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

**756.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**757.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[janY\\_'s solution](#)

**758.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[janY\\_'s solution](#)

**759.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[janY\\_'s solution](#)

**760.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2025-12-03 · last AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[janY\\_'s solution](#)

**761.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,027 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

[janY\\_'s solution](#)

**762.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy,

two pointers

[janY\\_'s solution](#)

**763.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[janY\\_'s solution](#)

**764.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[janY\\_'s solution](#)

**765.**

2072E

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

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[janY\\_'s solution](#)

**766.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[janY\\_'s solution](#)

**767.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[janY\\_'s solution](#)

**768.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[janY\\_'s solution](#)

**769.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,502 global accepts · Rating: 1500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[janY\\_'s solution](#)

**770.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**771.**

2060E

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

Quality: 12,253 global accepts · Rating: 1500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[janY\\_'s solution](#)

**772.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[janY\\_'s solution](#)

### 773.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[janY\\_'s solution](#)

### 774.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[janY\\_'s solution](#)

### 775.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[janY\\_'s solution](#)

### 776.

2027C

[Add Zeros](#) · [Tutorial](#)

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

[janY\\_'s solution](#)

### 777.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[janY\\_'s solution](#)

### 778.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[janY\\_'s solution](#)

### 779.

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[janY\\_'s solution](#)

### 780.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[janY\\_'s solution](#)

### 781.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[janY\\_'s solution](#)

**782.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,789 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu  
[janY\\_'s solution](#)

**783.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[janY\\_'s solution](#)

**784.**

1926E

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

Quality: 14,846 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  
[janY\\_'s solution](#)

**785.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[janY\\_'s solution](#)

**786.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math  
[janY\\_'s solution](#)

**787.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings  
[janY\\_'s solution](#)

**788.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[janY\\_'s solution](#)

**789.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[janY\\_'s solution](#)

**790.**

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[janY\\_'s solution](#)

**791.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings  
[janY\\_'s solution](#)

**792.**

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[janY\\_'s solution](#)

**793.**

1891C

[Smilo and Monsters · Tutorial](#)

Quality: 20,354 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers  
[janY\\_'s solution](#)

**794.**

1740D

[Knowledge Cards · Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures  
[janY\\_'s solution](#)

**795.**

1883D

[In Love · Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[janY\\_'s solution](#)

**796.**

1881E

[Block Sequence · Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[janY\\_'s solution](#)

**797.**

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings  
[janY\\_'s solution](#)

**798.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[janY\\_'s solution](#)

**799.**

1759E

[The Humanoid · Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings  
[janY\\_'s solution](#)

**800.**

1760F

[Quests · Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[janY\\_'s solution](#)

**801.**

1765K

[Torus Path · Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[janY\\_'s solution](#)

**802.**

1765N

[Number Reduction · Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**803.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[janY\\_'s solution](#)

**804.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[janY\\_'s solution](#)

**805.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**806.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[janY\\_'s solution](#)

**807.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[janY\\_'s solution](#)

**808.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[janY\\_'s solution](#)

**809.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[janY\\_'s solution](#)

**810.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**811.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[janY\\_'s solution](#)

**812.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[janY\\_'s solution](#)

**813.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[janY\\_'s solution](#)

**814.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[janY\\_'s solution](#)

**815.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[janY\\_'s solution](#)

**816.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[janY\\_'s solution](#)

**817.**

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[janY\\_'s solution](#)

**818.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[janY\\_'s solution](#)

**819.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[janY\\_'s solution](#)

**820.**

1800E2

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

Quality: 15,271 global accepts · Rating: 1500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[janY\\_'s solution](#)

**821.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

**822.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number

theory

[janY\\_'s solution](#)

**823.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**824.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[janY\\_'s solution](#)

**825.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 15,014 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[janY\\_'s solution](#)

**826.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[janY\\_'s solution](#)

**827.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[janY\\_'s solution](#)

**828.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[janY\\_'s solution](#)

**829.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[janY\\_'s solution](#)

**830.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[janY\\_'s solution](#)

**831.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[janY\\_'s solution](#)

**832.**

2182D

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

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy,

math

[janY\\_'s solution](#)

**833.**

2157D

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

Quality: 6,009 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

[janY\\_'s solution](#)

**834.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[janY\\_'s solution](#)

**835.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[janY\\_'s solution](#)

**836.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[janY\\_'s solution](#)

**837.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[janY\\_'s solution](#)

**838.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[janY\\_'s solution](#)

**839.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[janY\\_'s solution](#)

**840.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[janY\\_'s solution](#)

**841.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[janY\\_'s solution](#)

**842.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[janY\\_'s solution](#)

**843.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[janY\\_'s solution](#)

**844.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[janY\\_'s solution](#)

**845.**

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[janY\\_'s solution](#)

**846.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[janY\\_'s solution](#)

**847.**

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[janY\\_'s solution](#)

**848.**

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[janY\\_'s solution](#)

**849.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[janY\\_'s solution](#)

**850.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[janY\\_'s solution](#)

**851.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[janY\\_'s solution](#)

**852.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[janY\\_'s solution](#)

**853.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[janY\\_'s solution](#)

**854.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math  
[janY\\_'s solution](#)

**855.**

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[janY\\_'s solution](#)

**856.**

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[janY\\_'s solution](#)

**857.**

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[janY\\_'s solution](#)

**858.**

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  
[janY\\_'s solution](#)

**859.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers  
[janY\\_'s solution](#)

**860.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math  
[janY\\_'s solution](#)

**861.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[janY\\_'s solution](#)

**862.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**863.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**864.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[janY\\_'s solution](#)

**865.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)

**866.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation

[janY\\_'s solution](#)

**867.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[janY\\_'s solution](#)

**868.**

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)

**869.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**870.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[janY\\_'s solution](#)

**871.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[janY\\_'s solution](#)

**872.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[janY\\_'s solution](#)

### 873.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[janY\\_'s solution](#)

### 874.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

### 875.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,796 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[janY\\_'s solution](#)

### 876.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[janY\\_'s solution](#)

### 877.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[janY\\_'s solution](#)

### 878.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[janY\\_'s solution](#)

### 879.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[janY\\_'s solution](#)

### 880.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2023-07-10 · last AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[janY\\_'s solution](#)

### 881.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[janY\\_'s solution](#)

**882.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[janY\\_'s solution](#)

**883.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[janY\\_'s solution](#)

**884.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees  
[janY\\_'s solution](#)

**885.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[janY\\_'s solution](#)

**886.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[janY\\_'s solution](#)

**887.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers  
[janY\\_'s solution](#)

**888.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[janY\\_'s solution](#)

**889.**

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[janY\\_'s solution](#)

**890.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[janY\\_'s solution](#)

**891.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[janY\\_'s solution](#)

**892.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math  
[janY\\_'s solution](#)

**893.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[janY\\_'s solution](#)

**894.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[janY\\_'s solution](#)

**895.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[janY\\_'s solution](#)

**896.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[janY\\_'s solution](#)

**897.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings  
[janY\\_'s solution](#)

**898.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[janY\\_'s solution](#)

**899.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[janY\\_'s solution](#)

**900.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[janY\\_'s solution](#)

**901.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[janY\\_'s solution](#)

**902.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[janY\\_'s solution](#)

**903.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[janY\\_'s solution](#)

**904.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[janY\\_'s solution](#)

**905.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**906.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[janY\\_'s solution](#)

**907.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[janY\\_'s solution](#)

**908.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[janY\\_'s solution](#)

**909.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[janY\\_'s solution](#)

**910.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**911.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[janY\\_'s solution](#)

**912.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[janY\\_'s solution](#)

**913.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[janY\\_'s solution](#)

**914.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

**915.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[janY\\_'s solution](#)

**916.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[janY\\_'s solution](#)

**917.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[janY\\_'s solution](#)

**918.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[janY\\_'s solution](#)

**919.**

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**920.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[janY\\_'s solution](#)

**921.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[janY\\_'s solution](#)

**922.**

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[janY\\_'s solution](#)

**923.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[janY\\_'s solution](#)

**924.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[janY\\_'s solution](#)

**925.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[janY\\_'s solution](#)

**926.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**927.**

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[janY\\_'s solution](#)

**928.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,502 global accepts · Rating: 1600 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[janY\\_'s solution](#)

**929.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[janY\\_'s solution](#)

**930.**

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**931.**

2201A2

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

Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[janY\\_'s solution](#)

**932.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[janY\\_'s solution](#)

**933.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[janY\\_'s solution](#)

**934.**

2163B

[Sigta ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[janY\\_'s solution](#)

**935.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[janY\\_'s solution](#)

**936.**

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[janY\\_'s solution](#)

**937.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[janY\\_'s solution](#)

**938.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[janY\\_'s solution](#)

**939.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[janY\\_'s solution](#)

**940.**

2104E

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

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

[janY\\_'s solution](#)

**941.**

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[janY\\_'s solution](#)

**942.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[janY\\_'s solution](#)

**943.**

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[janY\\_'s solution](#)

**944.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[janY\\_'s solution](#)

**945.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[janY\\_'s solution](#)

**946.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[janY\\_'s solution](#)

**947.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[janY\\_'s solution](#)

**948.**

2006A

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

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[janY\\_'s solution](#)

**949.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

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

[janY\\_'s solution](#)

**950.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[janY\\_'s solution](#)

**951.**

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

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**952.**

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

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**953.**

2029C

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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

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**954.**

2027D1

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

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

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**955.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

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**956.**

2030D

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

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

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**957.**

2018C

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Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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**958.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

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**959.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[janY\\_'s solution](#)

**960.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
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**961.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

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**962.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[janY\\_'s solution](#)

**963.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**964.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[janY\\_'s solution](#)

**965.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[janY\\_'s solution](#)

**966.**

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[janY\\_'s solution](#)

**967.**

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[janY\\_'s solution](#)

**968.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**969.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[janY\\_'s solution](#)

**970.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[janY\\_'s solution](#)

**971.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[janY\\_'s solution](#)

**972.**

1948D

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Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

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**973.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 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

[janY\\_'s solution](#)

**974.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

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**975.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[janY\\_'s solution](#)

**976.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

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**977.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**978.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**979.**

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

[janY\\_'s solution](#)

**980.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**981.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[janY\\_'s solution](#)

**982.**

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

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**983.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[janY\\_'s solution](#)

**984.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**985.**

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[janY\\_'s solution](#)

**986.**

1894D

[Neutral Tonicity](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[janY\\_'s solution](#)

**987.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[janY\\_'s solution](#)

**988.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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**989.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[janY\\_'s solution](#)

**990.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

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**991.**

1693B

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**992.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

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**993.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees  
[janY\\_'s solution](#)

**994.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths  
[janY\\_'s solution](#)

**995.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[janY\\_'s solution](#)

**996.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,162 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[janY\\_'s solution](#)

**997.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory  
[janY\\_'s solution](#)

**998.**

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math  
[janY\\_'s solution](#)

**999.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory  
[janY\\_'s solution](#)

**1000.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs,

shortest paths, trees

[janY\\_'s solution](#)

### 1001.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[janY\\_'s solution](#)

### 1002.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[janY\\_'s solution](#)

### 1003.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[janY\\_'s solution](#)

### 1004.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[janY\\_'s solution](#)

### 1005.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[janY\\_'s solution](#)

### 1006.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[janY\\_'s solution](#)

### 1007.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[janY\\_'s solution](#)

### 1008.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[janY\\_'s solution](#)

### 1009.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[janY\\_'s solution](#)

### 1010.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[janY\\_'s solution](#)

### 1011.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory

[janY\\_'s solution](#)

### 1012.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[janY\\_'s solution](#)

### 1013.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[janY\\_'s solution](#)

### 1014.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[janY\\_'s solution](#)

### 1015.

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, two pointers

[janY\\_'s solution](#)

### 1016.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: games

[janY\\_'s solution](#)

### 1017.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[janY\\_'s solution](#)

### 1018.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[janY\\_'s solution](#)

### 1019.

1849D

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Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[janY\\_'s solution](#)

### 1020.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[janY\\_'s solution](#)

**1021.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[janY\\_'s solution](#)

**1022.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

**1023.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[janY\\_'s solution](#)

**1024.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[janY\\_'s solution](#)

**1025.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[janY\\_'s solution](#)

**1026.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[janY\\_'s solution](#)

**1027.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[janY\\_'s solution](#)

**1028.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[janY\\_'s solution](#)

**1029.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[janY\\_'s solution](#)

**1030.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[janY\\_'s solution](#)

**1031.**

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[janY\\_'s solution](#)**1032.**

1835A

[k-th equality · Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[janY\\_'s solution](#)**1033.**

1061C

[Multiplicity · Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[janY\\_'s solution](#)**1034.**

1829H

[Don't Blame Me · Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[janY\\_'s solution](#)**1035.**

1833F

[Ira and Flamenco · Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[janY\\_'s solution](#)**1036.**

1814B

[Long Legs · Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[janY\\_'s solution](#)**1037.**

617D

[Polyline · Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[janY\\_'s solution](#)**1038.**

1253D

[Harmonious Graph · Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[janY\\_'s solution](#)**1039.**

778A

[String Game · Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[janY\\_'s solution](#)**1040.**

2204E

[Sum of Digits \(and Again\) · Tutorial](#)

Quality: 4,783 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[janY\\_'s solution](#)

**1041.**

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[janY\\_'s solution](#)

**1042.**

2189C2

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

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[janY\\_'s solution](#)

**1043.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[janY\\_'s solution](#)

**1044.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[janY\\_'s solution](#)

**1045.**

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[janY\\_'s solution](#)

**1046.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[janY\\_'s solution](#)

**1047.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[janY\\_'s solution](#)

**1048.**

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[janY\\_'s solution](#)

**1049.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[janY\\_'s solution](#)

**1050.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar,

divide and conquer, greedy, sortings

[janY\\_'s solution](#)

**1051.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[janY\\_'s solution](#)

**1052.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[janY\\_'s solution](#)

**1053.**

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[janY\\_'s solution](#)

**1054.**

2042C

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

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

[janY\\_'s solution](#)

**1055.**

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

[janY\\_'s solution](#)

**1056.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[janY\\_'s solution](#)

**1057.**

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

[janY\\_'s solution](#)

**1058.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[janY\\_'s solution](#)

**1059.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[janY\\_'s solution](#)

**1060.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[janY\\_'s solution](#)

### 1061.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[janY\\_'s solution](#)

### 1062.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[janY\\_'s solution](#)

### 1063.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[janY\\_'s solution](#)

### 1064.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[janY\\_'s solution](#)

### 1065.

1974E

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

Quality: 11,320 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

### 1066.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[janY\\_'s solution](#)

### 1067.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

### 1068.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[janY\\_'s solution](#)

### 1069.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[janY\\_'s solution](#)

### 1070.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[janY\\_'s solution](#)

**1071.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[janY\\_'s solution](#)

**1072.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[janY\\_'s solution](#)

**1073.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[janY\\_'s solution](#)

**1074.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[janY\\_'s solution](#)

**1075.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[janY\\_'s solution](#)

**1076.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[janY\\_'s solution](#)

**1077.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 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

[janY\\_'s solution](#)

**1078.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2023-07-18 · last AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[janY\\_'s solution](#)

**1079.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 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

[janY\\_'s solution](#)

**1080.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[janY\\_'s solution](#)

**1081.**

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[janY\\_'s solution](#)

**1082.**

1420D

[Rescue Nibel! · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings

[janY\\_'s solution](#)

**1083.**

1446B

[Catching Cheaters · Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[janY\\_'s solution](#)

**1084.**

1466E

[Apollo versus Pan · Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[janY\\_'s solution](#)

**1085.**

1922E

[Increasing Subsequences · Tutorial](#)

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[janY\\_'s solution](#)

**1086.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[janY\\_'s solution](#)

**1087.**

1324F

[Maximum White Subtree · Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[janY\\_'s solution](#)

**1088.**

1915G

[Bicycles · Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[janY\\_'s solution](#)

**1089.**

1904D2

[Set To Max \(Hard Version\) · Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[janY\\_'s solution](#)

**1090.**

1907F

[Shift and Reverse · Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[janY\\_'s solution](#)

**1091.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**1092.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[janY\\_'s solution](#)

**1093.**

1725M

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

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths  
[janY\\_'s solution](#)

**1094.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers  
[janY\\_'s solution](#)

**1095.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities  
[janY\\_'s solution](#)

**1096.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers  
[janY\\_'s solution](#)

**1097.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees  
[janY\\_'s solution](#)

**1098.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees  
[janY\\_'s solution](#)

**1099.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[janY\\_'s solution](#)

**1100.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory  
[janY\\_'s solution](#)

**1101.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[janY\\_'s solution](#)**1102.**

913D

[Too Easy Problems · Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[janY\\_'s solution](#)**1103.**

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

[janY\\_'s solution](#)**1104.**

1780D

[Bit Guessing Game · Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[janY\\_'s solution](#)**1105.**

1867D

[Cyclic Operations · Tutorial](#)

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[janY\\_'s solution](#)**1106.**

1781D

[Many Perfect Squares · Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)**1107.**

1872F

[Selling a Menagerie · Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[janY\\_'s solution](#)**1108.**

1861D

[Sorting By Multiplication · Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[janY\\_'s solution](#)**1109.**

1862F

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

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[janY\\_'s solution](#)**1110.**

580D

[Kefa and Dishes · Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[janY\\_'s solution](#)

**1111.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[janY\\_'s solution](#)

**1112.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[janY\\_'s solution](#)

**1113.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[janY\\_'s solution](#)

**1114.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[janY\\_'s solution](#)

**1115.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-01 · last AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[janY\\_'s solution](#)

**1116.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[janY\\_'s solution](#)

**1117.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[janY\\_'s solution](#)

**1118.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[janY\\_'s solution](#)

**1119.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[janY\\_'s solution](#)

**1120.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**1121.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[janY\\_'s solution](#)

**1122.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**1123.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[janY\\_'s solution](#)

**1124.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[janY\\_'s solution](#)

**1125.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[janY\\_'s solution](#)

**1126.**

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[janY\\_'s solution](#)

**1127.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[janY\\_'s solution](#)

**1128.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[janY\\_'s solution](#)

**1129.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[janY\\_'s solution](#)

**1130.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[janY\\_'s solution](#)

**1131.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1132.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[janY\\_'s solution](#)

**1133.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[janY\\_'s solution](#)

**1134.**

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[janY\\_'s solution](#)

**1135.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[janY\\_'s solution](#)

**1136.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[janY\\_'s solution](#)

**1137.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[janY\\_'s solution](#)

**1138.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 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

[janY\\_'s solution](#)

**1139.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[janY\\_'s solution](#)

**1140.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[janY\\_'s solution](#)

**1141.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[janY\\_'s solution](#)

**1142.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[janY\\_'s solution](#)

**1143.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[janY\\_'s solution](#)

**1144.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[janY\\_'s solution](#)

**1145.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[janY\\_'s solution](#)

**1146.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[janY\\_'s solution](#)

**1147.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[janY\\_'s solution](#)

**1148.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[janY\\_'s solution](#)

**1149.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[janY\\_'s solution](#)

**1150.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[janY\\_'s solution](#)

### 1151.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[janY\\_'s solution](#)

### 1152.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[janY\\_'s solution](#)

### 1153.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[janY\\_'s solution](#)

### 1154.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[janY\\_'s solution](#)

### 1155.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[janY\\_'s solution](#)

### 1156.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[janY\\_'s solution](#)

### 1157.

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

[janY\\_'s solution](#)

### 1158.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[janY\\_'s solution](#)

### 1159.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[janY\\_'s solution](#)

**1160.**

2021C2

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

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

[janY\\_'s solution](#)

**1161.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[janY\\_'s solution](#)

**1162.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[janY\\_'s solution](#)

**1163.**

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[janY\\_'s solution](#)

**1164.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[janY\\_'s solution](#)

**1165.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[janY\\_'s solution](#)

**1166.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[janY\\_'s solution](#)

**1167.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[janY\\_'s solution](#)

**1168.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[janY\\_'s solution](#)

**1169.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, math, number theory, sortings

[janY\\_'s solution](#)

**1170.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[janY\\_'s solution](#)

**1171.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[janY\\_'s solution](#)

**1172.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

**1173.**

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1174.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[janY\\_'s solution](#)

**1175.**

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[janY\\_'s solution](#)

**1176.**

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[janY\\_'s solution](#)

**1177.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[janY\\_'s solution](#)

**1178.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[janY\\_'s solution](#)

**1179.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[janY\\_'s solution](#)

**1180.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[janY\\_'s solution](#)

**1181.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory  
[janY\\_'s solution](#)

**1182.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings  
[janY\\_'s solution](#)

**1183.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy  
[janY\\_'s solution](#)

**1184.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[janY\\_'s solution](#)

**1185.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation  
[janY\\_'s solution](#)

**1186.**

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[janY\\_'s solution](#)

**1187.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1188.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees  
[janY\\_'s solution](#)

**1189.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,635 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[janY\\_'s solution](#)

**1190.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees  
[janY\\_'s solution](#)

**1191.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search  
[janY\\_'s solution](#)

**1192.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees  
[janY\\_'s solution](#)

**1193.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings  
[janY\\_'s solution](#)

**1194.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[janY\\_'s solution](#)

**1195.**

1918D

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

Quality: 6,194 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  
[janY\\_'s solution](#)

**1196.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[janY\\_'s solution](#)

**1197.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[janY\\_'s solution](#)

**1198.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[janY\\_'s solution](#)

**1199.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math  
[janY\\_'s solution](#)

**1200.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[janY\\_'s solution](#)

**1201.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[janY\\_'s solution](#)

**1202.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[janY\\_'s solution](#)

**1203.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[janY\\_'s solution](#)

**1204.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[janY\\_'s solution](#)

**1205.**

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[janY\\_'s solution](#)

**1206.**

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-07-11 · last AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[janY\\_'s solution](#)

**1207.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[janY\\_'s solution](#)

**1208.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[janY\\_'s solution](#)

**1209.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[janY\\_'s solution](#)

**1210.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**1211.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[janY\\_'s solution](#)

**1212.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1213.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[janY\\_'s solution](#)

**1214.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[janY\\_'s solution](#)

**1215.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)

**1216.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[janY\\_'s solution](#)

**1217.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[janY\\_'s solution](#)

**1218.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[janY\\_'s solution](#)

**1219.**

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1220.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[janY\\_'s solution](#)

**1221.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[janY\\_'s solution](#)

**1222.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[janY\\_'s solution](#)

**1223.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[janY\\_'s solution](#)

**1224.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[janY\\_'s solution](#)

**1225.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)

**1226.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[janY\\_'s solution](#)

**1227.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[janY\\_'s solution](#)

**1228.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[janY\\_'s solution](#)

**1229.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[janY\\_'s solution](#)

**1230.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[janY\\_'s solution](#)

**1231.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, strings

[janY\\_'s solution](#)

**1232.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[janY\\_'s solution](#)

**1233.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[janY\\_'s solution](#)

**1234.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[janY\\_'s solution](#)

**1235.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[janY\\_'s solution](#)

**1236.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[janY\\_'s solution](#)

**1237.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[janY\\_'s solution](#)

**1238.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[janY\\_'s solution](#)

**1239.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[janY\\_'s solution](#)

**1240.**

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**1241.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[janY\\_'s solution](#)

**1242.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[janY\\_'s solution](#)

**1243.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[janY\\_'s solution](#)

**1244.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[janY\\_'s solution](#)

**1245.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[janY\\_'s solution](#)

**1246.**

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[janY\\_'s solution](#)

**1247.**

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

[janY\\_'s solution](#)

**1248.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[janY\\_'s solution](#)

**1249.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[janY\\_'s solution](#)

**1250.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[janY\\_'s solution](#)

**1251.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 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

[janY\\_'s solution](#)

**1252.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[janY\\_'s solution](#)

**1253.**

2062E1

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

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

[janY\\_'s solution](#)

**1254.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[janY\\_'s solution](#)

**1255.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[janY\\_'s solution](#)

**1256.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[janY\\_'s solution](#)

**1257.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[janY\\_'s solution](#)

**1258.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[janY\\_'s solution](#)

**1259.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[janY\\_'s solution](#)

**1260.**

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[janY\\_'s solution](#)

**1261.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

**1262.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[janY\\_'s solution](#)

**1263.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[janY\\_'s solution](#)

**1264.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[janY\\_'s solution](#)

**1265.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[janY\\_'s solution](#)

**1266.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[janY\\_'s solution](#)

**1267.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[janY\\_'s solution](#)

**1268.**

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[janY\\_'s solution](#)

**1269.**

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[janY\\_'s solution](#)

**1270.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[janY\\_'s solution](#)

**1271.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[janY\\_'s solution](#)

**1272.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[janY\\_'s solution](#)

**1273.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[janY\\_'s solution](#)

**1274.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[janY\\_'s solution](#)

**1275.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**1276.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[janY\\_'s solution](#)

**1277.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[janY\\_'s solution](#)

**1278.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[janY\\_'s solution](#)

**1279.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[janY\\_'s solution](#)

**1280.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[janY\\_'s solution](#)

**1281.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[janY\\_'s solution](#)

**1282.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[janY\\_'s solution](#)

**1283.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[janY\\_'s solution](#)

**1284.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[janY\\_'s solution](#)

**1285.**

1772F

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

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[janY\\_'s solution](#)

**1286.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[janY\\_'s solution](#)

**1287.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[janY\\_'s solution](#)

**1288.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[janY\\_'s solution](#)

**1289.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[janY\\_'s solution](#)

**1290.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[janY\\_'s solution](#)

**1291.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[janY\\_'s solution](#)

**1292.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[janY\\_'s solution](#)

**1293.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[janY\\_'s solution](#)

**1294.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[janY\\_'s solution](#)

**1295.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[janY\\_'s solution](#)

**1296.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[janY\\_'s solution](#)

**1297.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[janY\\_'s solution](#)

**1298.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[janY\\_'s solution](#)

**1299.**

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[janY\\_'s solution](#)

**1300.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[janY\\_'s solution](#)

**1301.**

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[janY\\_'s solution](#)

**1302.**

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[janY\\_'s solution](#)

**1303.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[janY\\_'s solution](#)

**1304.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[janY\\_'s solution](#)

**1305.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[janY\\_'s solution](#)

**1306.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[janY\\_'s solution](#)

**1307.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[janY\\_'s solution](#)

**1308.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[janY\\_'s solution](#)

**1309.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, math

[janY\\_'s solution](#)

**1310.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**1311.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[janY\\_'s solution](#)

**1312.**

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[janY\\_'s solution](#)

**1313.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[janY\\_'s solution](#)

**1314.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[janY\\_'s solution](#)

**1315.**

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[janY\\_'s solution](#)

**1316.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[janY\\_'s solution](#)

**1317.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[janY\\_'s solution](#)

**1318.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2023-12-27 · last AC: 2025-06-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[janY\\_'s solution](#)

**1319.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[janY\\_'s solution](#)

### 1320.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[janY\\_'s solution](#)

### 1321.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[janY\\_'s solution](#)

### 1322.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[janY\\_'s solution](#)

### 1323.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[janY\\_'s solution](#)

### 1324.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[janY\\_'s solution](#)

### 1325.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[janY\\_'s solution](#)

### 1326.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[janY\\_'s solution](#)

### 1327.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[janY\\_'s solution](#)

### 1328.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

[janY\\_'s solution](#)

**1329.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[janY\\_'s solution](#)

**1330.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[janY\\_'s solution](#)

**1331.**

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[janY\\_'s solution](#)

**1332.**

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

[janY\\_'s solution](#)

**1333.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[janY\\_'s solution](#)

**1334.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[janY\\_'s solution](#)

**1335.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[janY\\_'s solution](#)

**1336.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[janY\\_'s solution](#)

**1337.**

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1338.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[janY\\_'s solution](#)

**1339.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[janY\\_'s solution](#)

**1340.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings  
[janY\\_'s solution](#)

**1341.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[janY\\_'s solution](#)

**1342.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math  
[janY\\_'s solution](#)

**1343.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[janY\\_'s solution](#)

**1344.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings  
[janY\\_'s solution](#)

**1345.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[janY\\_'s solution](#)

**1346.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees  
[janY\\_'s solution](#)

**1347.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[janY\\_'s solution](#)

**1348.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[janY\\_'s solution](#)

**1349.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[janY\\_'s solution](#)

**1350.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[janY\\_'s solution](#)

**1351.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[janY\\_'s solution](#)

**1352.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,739 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[janY\\_'s solution](#)

**1353.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[janY\\_'s solution](#)

**1354.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[janY\\_'s solution](#)

**1355.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[janY\\_'s solution](#)

**1356.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[janY\\_'s solution](#)

**1357.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[janY\\_'s solution](#)

**1358.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[janY\\_'s solution](#)

**1359.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[janY\\_'s solution](#)

**1360.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[janY\\_'s solution](#)

**1361.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1362.**

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[janY\\_'s solution](#)

**1363.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[janY\\_'s solution](#)

**1364.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[janY\\_'s solution](#)

**1365.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive, math

[janY\\_'s solution](#)

**1366.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy

[janY\\_'s solution](#)

**1367.**

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, greedy, trees

[janY\\_'s solution](#)

**1368.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation,

math

[janY\\_'s solution](#)

**1369.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[janY\\_'s solution](#)

**1370.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[janY\\_'s solution](#)

**1371.**

1409F

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

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[janY\\_'s solution](#)

**1372.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[janY\\_'s solution](#)

**1373.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[janY\\_'s solution](#)

**1374.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[janY\\_'s solution](#)

**1375.**

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, ternary search

[janY\\_'s solution](#)

**1376.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[janY\\_'s solution](#)

**1377.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[janY\\_'s solution](#)

**1378.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

dp, greedy, implementation

[janY\\_'s solution](#)

**1379.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[janY\\_'s solution](#)

**1380.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[janY\\_'s solution](#)

**1381.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[janY\\_'s solution](#)

**1382.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[janY\\_'s solution](#)

**1383.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[janY\\_'s solution](#)

**1384.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[janY\\_'s solution](#)

**1385.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[janY\\_'s solution](#)

**1386.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[janY\\_'s solution](#)

**1387.**

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[janY\\_'s solution](#)

**1388.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[janY\\_'s solution](#)

### 1389.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[janY\\_'s solution](#)

### 1390.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[janY\\_'s solution](#)

### 1391.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[janY\\_'s solution](#)

### 1392.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[janY\\_'s solution](#)

### 1393.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[janY\\_'s solution](#)

### 1394.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[janY\\_'s solution](#)

### 1395.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[janY\\_'s solution](#)

### 1396.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[janY\\_'s solution](#)

### 1397.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[janY\\_'s solution](#)

### 1398.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[janY\\_'s solution](#)

### 1399.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[janY\\_'s solution](#)

### 1400.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

### 1401.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[janY\\_'s solution](#)

### 1402.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[janY\\_'s solution](#)

### 1403.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[janY\\_'s solution](#)

### 1404.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[janY\\_'s solution](#)

### 1405.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[janY\\_'s solution](#)

### 1406.

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

[janY\\_'s solution](#)

### 1407.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[janY\\_'s solution](#)

**1408.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[janY\\_'s solution](#)

**1409.**

1560F2

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

Quality: 4,970 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[janY\\_'s solution](#)

**1410.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[janY\\_'s solution](#)

**1411.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[janY\\_'s solution](#)

**1412.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[janY\\_'s solution](#)

**1413.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[janY\\_'s solution](#)

**1414.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[janY\\_'s solution](#)

**1415.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[janY\\_'s solution](#)

**1416.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[janY\\_'s solution](#)

**1417.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[janY\\_'s solution](#)

**1418.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[janY\\_'s solution](#)

**1419.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[janY\\_'s solution](#)

**1420.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

**1421.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[janY\\_'s solution](#)

**1422.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[janY\\_'s solution](#)

**1423.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[janY\\_'s solution](#)

**1424.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[janY\\_'s solution](#)

**1425.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**1426.**

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[janY\\_'s solution](#)

**1427.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[janY\\_'s solution](#)

**1428.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[janY\\_'s solution](#)

**1429.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[janY\\_'s solution](#)

**1430.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[janY\\_'s solution](#)

**1431.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[janY\\_'s solution](#)

**1432.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[janY\\_'s solution](#)

**1433.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[janY\\_'s solution](#)

**1434.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[janY\\_'s solution](#)

**1435.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[janY\\_'s solution](#)

**1436.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[janY\\_'s solution](#)

**1437.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[janY\\_'s solution](#)

**1438.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[janY\\_'s solution](#)

**1439.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[janY\\_'s solution](#)

**1440.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[janY\\_'s solution](#)

**1441.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[janY\\_'s solution](#)

**1442.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[janY\\_'s solution](#)

**1443.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[janY\\_'s solution](#)

**1444.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[janY\\_'s solution](#)

**1445.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[janY\\_'s solution](#)

**1446.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[janY\\_'s solution](#)

**1447.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[janY\\_'s solution](#)

**1448.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[janY\\_'s solution](#)

**1449.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[janY\\_'s solution](#)

**1450.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,999 global accepts · Rating: 2100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[janY\\_'s solution](#)

**1451.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[janY\\_'s solution](#)

**1452.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[janY\\_'s solution](#)

**1453.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

**1454.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[janY\\_'s solution](#)

**1455.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[janY\\_'s solution](#)

**1456.**

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[janY\\_'s solution](#)

**1457.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[janY\\_'s solution](#)

**1458.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[janY\\_'s solution](#)

**1459.**

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[janY\\_'s solution](#)

**1460.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math  
[janY\\_'s solution](#)

**1461.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory  
[janY\\_'s solution](#)

**1462.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive  
[janY\\_'s solution](#)

**1463.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
[janY\\_'s solution](#)

**1464.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers  
[janY\\_'s solution](#)

**1465.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees  
[janY\\_'s solution](#)

**1466.**

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory  
[janY\\_'s solution](#)

**1467.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees  
[janY\\_'s solution](#)

**1468.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[janY\\_'s solution](#)

**1469.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[janY\\_'s solution](#)

**1470.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[janY\\_'s solution](#)

**1471.**

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[janY\\_'s solution](#)

**1472.**

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

[janY\\_'s solution](#)

**1473.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[janY\\_'s solution](#)

**1474.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[janY\\_'s solution](#)

**1475.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[janY\\_'s solution](#)

**1476.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[janY\\_'s solution](#)

**1477.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[janY\\_'s solution](#)

**1478.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[janY\\_'s solution](#)

**1479.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[janY\\_'s solution](#)

**1480.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[janY\\_'s solution](#)

**1481.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[janY\\_'s solution](#)

**1482.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[janY\\_'s solution](#)

**1483.**

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

[janY\\_'s solution](#)

**1484.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[janY\\_'s solution](#)

**1485.**

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[janY\\_'s solution](#)

**1486.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[janY\\_'s solution](#)

**1487.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[janY\\_'s solution](#)

**1488.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[janY\\_'s solution](#)

**1489.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[janY\\_'s solution](#)

**1490.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[janY\\_'s solution](#)

**1491.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[janY\\_'s solution](#)

**1492.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[janY\\_'s solution](#)

**1493.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[janY\\_'s solution](#)

**1494.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[janY\\_'s solution](#)

**1495.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[janY\\_'s solution](#)

**1496.**

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

[janY\\_'s solution](#)

**1497.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[janY\\_'s solution](#)

**1498.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[janY\\_'s solution](#)

**1499.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[janY\\_'s solution](#)

**1500.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[janY\\_'s solution](#)

**1501.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[janY\\_'s solution](#)

**1502.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[janY\\_'s solution](#)

**1503.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[janY\\_'s solution](#)

**1504.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[janY\\_'s solution](#)

**1505.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1506.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[janY\\_'s solution](#)

**1507.**

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[janY\\_'s solution](#)

**1508.**

1840G1

[In Search of Truth \(Easy Version\) · Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[janY\\_'s solution](#)

**1509.**

834D

[The Bakery · Tutorial](#)

Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[janY\\_'s solution](#)

**1510.**

1918E

[ace5 and Task Order · Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[janY\\_'s solution](#)

**1511.**

1921G

[Mischievous Shooter · Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[janY\\_'s solution](#)

**1512.**

1840F

[Railguns · Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[janY\\_'s solution](#)

**1513.**

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[janY\\_'s solution](#)

**1514.**

1909F1

[Small Permutation Problem \(Easy Version\) · Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[janY\\_'s solution](#)

**1515.**

1907G

[Lights · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[janY\\_'s solution](#)

**1516.**

165E

[Compatible Numbers · Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[janY\\_'s solution](#)

**1517.**

1901E

[Compressed Tree · Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

sortings, trees

[janY\\_'s solution](#)

**1518.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[janY\\_'s solution](#)

**1519.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[janY\\_'s solution](#)

**1520.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[janY\\_'s solution](#)

**1521.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[janY\\_'s solution](#)

**1522.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[janY\\_'s solution](#)

**1523.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[janY\\_'s solution](#)

**1524.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[janY\\_'s solution](#)

**1525.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[janY\\_'s solution](#)

**1526.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[janY\\_'s solution](#)

**1527.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[janY\\_'s solution](#)

**1528.**

1919F1

[Wine Factory \(Easy Version\) · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-10 · last AC: 2025-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[janY\\_'s solution](#)

**1529.**

2110E

[Melody · Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[janY\\_'s solution](#)

**1530.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[janY\\_'s solution](#)

**1531.**

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[janY\\_'s solution](#)

**1532.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[janY\\_'s solution](#)

**1533.**

2028E

[Alice's Adventures in the Rabbit Hole · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[janY\\_'s solution](#)

**1534.**

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[janY\\_'s solution](#)

**1535.**

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[janY\\_'s solution](#)

**1536.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[janY\\_'s solution](#)

**1537.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

**1538.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[janY\\_'s solution](#)

**1539.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[janY\\_'s solution](#)

**1540.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[janY\\_'s solution](#)

**1541.**

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**1542.**

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**1543.**

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[janY\\_'s solution](#)

**1544.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1545.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[janY\\_'s solution](#)

**1546.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[janY\\_'s solution](#)

**1547.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[janY\\_'s solution](#)

**1548.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[janY\\_'s solution](#)

**1549.**

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

[janY\\_'s solution](#)

**1550.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[janY\\_'s solution](#)

**1551.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[janY\\_'s solution](#)

**1552.**

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[janY\\_'s solution](#)

**1553.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1554.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[janY\\_'s solution](#)

**1555.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[janY\\_'s solution](#)

**1556.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[janY\\_'s solution](#)

**1557.**

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data

structures, dfs and similar, math, trees

[janY\\_'s solution](#)

**1558.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[janY\\_'s solution](#)

**1559.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[janY\\_'s solution](#)

**1560.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[janY\\_'s solution](#)

**1561.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[janY\\_'s solution](#)

**1562.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[janY\\_'s solution](#)

**1563.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[janY\\_'s solution](#)

**1564.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[janY\\_'s solution](#)

**1565.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[janY\\_'s solution](#)

**1566.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[janY\\_'s solution](#)

**1567.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[janY\\_'s solution](#)

**1568.**

845G

[Shortest Path Problem? · Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[janY\\_'s solution](#)

**1569.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[janY\\_'s solution](#)

**1570.**

1895E

[Infinite Card Game · Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[janY\\_'s solution](#)

**1571.**

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[janY\\_'s solution](#)

**1572.**

558E

[A Simple Task · Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[janY\\_'s solution](#)

**1573.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\) · Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[janY\\_'s solution](#)

**1574.**

1843F2

[Omsk Metro \(hard version\) · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[janY\\_'s solution](#)

**1575.**

2207E2

[N-MEX \(Counting Version\) · Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[janY\\_'s solution](#)

**1576.**

2157F

[Git Gud · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[janY\\_'s solution](#)

**1577.**

2110F

[Faculty · Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math,

number theory

[janY\\_'s solution](#)

**1578.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

**1579.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[janY\\_'s solution](#)

**1580.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[janY\\_'s solution](#)

**1581.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[janY\\_'s solution](#)

**1582.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[janY\\_'s solution](#)

**1583.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[janY\\_'s solution](#)

**1584.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[janY\\_'s solution](#)

**1585.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[janY\\_'s solution](#)

**1586.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-11-07 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[janY\\_'s solution](#)

**1587.**

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

[janY\\_'s solution](#)

### 1588.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[janY\\_'s solution](#)

### 1589.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[janY\\_'s solution](#)

### 1590.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[janY\\_'s solution](#)

### 1591.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[janY\\_'s solution](#)

### 1592.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[janY\\_'s solution](#)

### 1593.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[janY\\_'s solution](#)

### 1594.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[janY\\_'s solution](#)

### 1595.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[janY\\_'s solution](#)

### 1596.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[janY\\_'s solution](#)

### 1597.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[janY\\_'s solution](#)

### 1598.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[janY\\_'s solution](#)

### 1599.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[janY\\_'s solution](#)

### 1600.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[janY\\_'s solution](#)

### 1601.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[janY\\_'s solution](#)

### 1602.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[janY\\_'s solution](#)

### 1603.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[janY\\_'s solution](#)

### 1604.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[janY\\_'s solution](#)

### 1605.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[janY\\_'s solution](#)

### 1606.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[janY\\_'s solution](#)

**1607.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1608.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1609.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[janY\\_'s solution](#)

**1610.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[janY\\_'s solution](#)

**1611.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

**1612.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[janY\\_'s solution](#)

**1613.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[janY\\_'s solution](#)

**1614.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[janY\\_'s solution](#)

**1615.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[janY\\_'s solution](#)

**1616.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[janY\\_'s solution](#)

**1617.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[janY\\_'s solution](#)

**1618.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[janY\\_'s solution](#)

**1619.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[janY\\_'s solution](#)

**1620.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[janY\\_'s solution](#)

**1621.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[janY\\_'s solution](#)

**1622.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[janY\\_'s solution](#)

**1623.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[janY\\_'s solution](#)

**1624.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[janY\\_'s solution](#)

**1625.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[janY\\_'s solution](#)

**1626.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and

similar, dsu, graphs

[janY\\_'s solution](#)

**1627.**

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[janY\\_'s solution](#)

**1628.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[janY\\_'s solution](#)

**1629.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[janY\\_'s solution](#)

**1630.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[janY\\_'s solution](#)

**1631.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs

[janY\\_'s solution](#)

**1632.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[janY\\_'s solution](#)

**1633.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[janY\\_'s solution](#)

**1634.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[janY\\_'s solution](#)

**1635.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[janY\\_'s solution](#)

**1636.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[janY\\_'s solution](#)

### 1637.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[janY\\_'s solution](#)

### 1638.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

### 1639.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[janY\\_'s solution](#)

### 1640.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[janY\\_'s solution](#)

### 1641.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[janY\\_'s solution](#)

### 1642.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[janY\\_'s solution](#)

### 1643.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[janY\\_'s solution](#)

### 1644.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[janY\\_'s solution](#)

### 1645.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[janY\\_'s solution](#)

### 1646.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[janY\\_'s solution](#)

**1647.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[janY\\_'s solution](#)

**1648.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[janY\\_'s solution](#)

**1649.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[janY\\_'s solution](#)

**1650.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[janY\\_'s solution](#)

**1651.**

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[janY\\_'s solution](#)

**1652.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[janY\\_'s solution](#)

**1653.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[janY\\_'s solution](#)

**1654.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[janY\\_'s solution](#)

**1655.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[janY\\_'s solution](#)

**1656.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[janY\\_'s solution](#)

### 1657.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[janY\\_'s solution](#)

### 1658.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[janY\\_'s solution](#)

### 1659.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[janY\\_'s solution](#)

### 1660.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[janY\\_'s solution](#)

### 1661.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[janY\\_'s solution](#)

### 1662.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[janY\\_'s solution](#)

### 1663.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[janY\\_'s solution](#)

### 1664.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[janY\\_'s solution](#)

### 1665.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[janY\\_'s solution](#)

### 1666.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[janY\\_'s solution](#)

**1667.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[janY\\_'s solution](#)

**1668.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees  
[janY\\_'s solution](#)

**1669.**

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy  
[janY\\_'s solution](#)

**1670.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers  
[janY\\_'s solution](#)

**1671.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math  
[janY\\_'s solution](#)

**1672.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[janY\\_'s solution](#)

**1673.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[janY\\_'s solution](#)

**1674.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation  
[janY\\_'s solution](#)

**1675.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft  
[janY\\_'s solution](#)

**1676.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

graphs, math

[janY\\_'s solution](#)

**1677.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[janY\\_'s solution](#)

**1678.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[janY\\_'s solution](#)

**1679.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[janY\\_'s solution](#)

**1680.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[janY\\_'s solution](#)

**1681.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[janY\\_'s solution](#)

**1682.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[janY\\_'s solution](#)

**1683.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[janY\\_'s solution](#)

**1684.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[janY\\_'s solution](#)

**1685.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[janY\\_'s solution](#)

**1686.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[janY\\_'s solution](#)

### 1687.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[janY\\_'s solution](#)

### 1688.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[janY\\_'s solution](#)

### 1689.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[janY\\_'s solution](#)

### 1690.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[janY\\_'s solution](#)

### 1691.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[janY\\_'s solution](#)

### 1692.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

### 1693.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[janY\\_'s solution](#)

### 1694.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[janY\\_'s solution](#)

### 1695.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[janY\\_'s solution](#)

### 1696.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[janY\\_'s solution](#)

**1697.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[janY\\_'s solution](#)

**1698.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[janY\\_'s solution](#)

**1699.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-10 · last AC: 2025-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[janY\\_'s solution](#)

**1700.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[janY\\_'s solution](#)

**1701.**

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[janY\\_'s solution](#)

**1702.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[janY\\_'s solution](#)

**1703.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[janY\\_'s solution](#)

**1704.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[janY\\_'s solution](#)

**1705.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[janY\\_'s solution](#)

**1706.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[janY\\_'s solution](#)**1707.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[janY\\_'s solution](#)**1708.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[janY\\_'s solution](#)**1709.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[janY\\_'s solution](#)**1710.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-11-16 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[janY\\_'s solution](#)**1711.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[janY\\_'s solution](#)**1712.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[janY\\_'s solution](#)**1713.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[janY\\_'s solution](#)**1714.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[janY\\_'s solution](#)**1715.**

1855F

[Michael and Hotel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[janY\\_'s solution](#)

**1716.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[janY\\_'s solution](#)

**1717.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[janY\\_'s solution](#)

**1718.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[janY\\_'s solution](#)

**1719.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[janY\\_'s solution](#)

**1720.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[janY\\_'s solution](#)

**1721.**

2018E1

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

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[janY\\_'s solution](#)

**1722.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[janY\\_'s solution](#)

**1723.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[janY\\_'s solution](#)

**1724.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[janY\\_'s solution](#)

**1725.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[janY\\_'s solution](#)

**1726.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive

[janY\\_'s solution](#)

**1727.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[janY\\_'s solution](#)

**1728.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[janY\\_'s solution](#)

**1729.**

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1730.**

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1731.**

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1732.**

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1733.**

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1734.**

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1735.**

105973E

[The Perfect Spider Web](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1736.**

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1737.**

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1738.**

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, matrices  
[janY\\_'s solution](#)

**1739.**

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1740.**

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1741.**

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1742.**

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1743.**

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1744.**

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1745.**

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1746.**

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1747.**

106073C

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1748.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1749.**

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1750.**

103049C

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

Rating: — · first AC: 2023-12-02 · last AC: 2025-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1751.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · last AC: 2025-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1752.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · last AC: 2025-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1753.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1754.**

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1755.**

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1756.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1757.**

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1758.**

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1759.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1760.**

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1761.**

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1762.**

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1763.**

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1764.**

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1765.**

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1766.**

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1767.**

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1768.**

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1769.**

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1770.**

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1771.**

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1772.**

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1773.**

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1774.**

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1775.**

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1776.**

105444M

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1777.**

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1778.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1779.**

101128F

[Landscaping](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1780.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, expression parsing, number theory

[janY\\_'s solution](#)

**1781.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[janY\\_'s solution](#)

**1782.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[janY\\_'s solution](#)

**1783.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures

[janY\\_'s solution](#)

**1784.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1785.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1786.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1787.**

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1788.**

105112H

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

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1789.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1790.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1791.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1792.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1793.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1794.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1795.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1796.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1797.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1798.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1799.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1800.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1801.**

105442B

[Cowproximation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1802.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1803.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1804.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1805.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1806.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1807.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1808.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1809.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1810.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1811.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1812.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1813.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1814.**

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1815.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1816.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1817.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1818.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1819.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[janY\\_'s solution](#)

**1820.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1821.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1822.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1823.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1824.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1825.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1826.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1827.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1828.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1829.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1830.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1831.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1832.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1833.**

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1834.**

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1835.**

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1836.**

105442I

[Pijk Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1837.**

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1838.**

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1839.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1840.**

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[janY\\_'s solution](#)

**1841.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1842.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1843.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1844.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1845.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1846.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1847.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Quality: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[janY\\_'s solution](#)

**1848.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, math

[janY\\_'s solution](#)

**1849.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[janY\\_'s solution](#)

**1850.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, schedules

[janY\\_'s solution](#)

**1851.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[janY\\_'s solution](#)

**1852.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[janY\\_'s solution](#)

**1853.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[janY\\_'s solution](#)

**1854.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[janY\\_'s solution](#)

**1855.**

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, graphs, trees

[janY\\_'s solution](#)

**1856.**

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, two pointers

[janY\\_'s solution](#)

**1857.**

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1858.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1859.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1860.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1861.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1862.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1863.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1864.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1865.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1866.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[janY\\_'s solution](#)

**1867.**

104064G

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**1868.**

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**1870.**

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**1871.**

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**1872.**

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104666H

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**1897.**

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**1899.**

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