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Unique solved — jdurie

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

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

Filters: none

Count: 4,960

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)
[jdurie's solution](#)

2.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,448 global accepts · Rating: 800 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [number theory](#)
[jdurie's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: [games](#)
[jdurie's solution](#)

4.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,337 global accepts · Rating: 800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [greedy](#), [implementation](#)
[jdurie's solution](#)

5.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [strings](#)
[jdurie's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)
[jdurie's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [sortings](#)
[jdurie's solution](#)

8.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)
[jdurie's solution](#)

9.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#)
[jdurie's solution](#)

10.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[jdurie's solution](#)

11.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[jdurie's solution](#)

12.

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

13.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

14.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[jdurie's solution](#)

15.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[jdurie's solution](#)

16.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

17.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

18.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jdurie's solution](#)

19.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

20.

2118A

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

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[jdurie's solution](#)

21.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

22.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

23.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[jdurie's solution](#)

24.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

25.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jdurie's solution](#)

26.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

27.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

28.

2092A

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

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[jdurie's solution](#)

29.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[jdurie's solution](#)

30.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[jdurie's solution](#)

31.

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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32.

2072A

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

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[jdurie's solution](#)

33.

2069A

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

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[jdurie's solution](#)

34.

2064A

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

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[jdurie's solution](#)

35.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: strings
[jdurie's solution](#)

36.

2065A

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

Quality: 55,631 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[jdurie's solution](#)

37.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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38.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[jdurie's solution](#)

39.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[jdurie's solution](#)

40.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jdurie's solution](#)

41.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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42.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

strings

[jdurie's solution](#)

43.

2060A

[Fibonacci](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jdurie's solution](#)

44.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

45.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

[jdurie's solution](#)

46.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

47.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[jdurie's solution](#)

48.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[jdurie's solution](#)

49.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

50.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

51.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

52.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[jdurie's solution](#)

53.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[jdurie's solution](#)

54.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

55.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

56.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[jdurie's solution](#)

57.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

58.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

59.

2033A

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

Quality: 41,162 global accepts · Rating: 800 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[jdurie's solution](#)

60.

2035A

[Sliding](#) · [Tutorial](#)

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61.

2027A

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

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62.

2025A

[Two Screens](#) · [Tutorial](#)

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63.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

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[jdurie's solution](#)

64.

2021A

[Meaning Mean](#) · [Tutorial](#)

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[jdurie's solution](#)

65.

2020A

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

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66.

2014B

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

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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67.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

68.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jdurie's solution](#)

69.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[jdurie's solution](#)

70.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

71.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

72.

2008C

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

Quality: 36,479 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[jdurie's solution](#)

73.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,956 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[jdurie's solution](#)

74.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,790 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jdurie's solution](#)

75.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

76.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

77.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

78.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[jdurie's solution](#)

79.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[jdurie's solution](#)

80.

2002A

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

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

[jdurie's solution](#)

81.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[jdurie's solution](#)

82.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

83.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,932 global accepts · Rating: 800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

84.

1993A

[Question Marks](#) · [Tutorial](#)

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

[jdurie's solution](#)

85.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[jdurie's solution](#)

86.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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87.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

88.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[jdurie's solution](#)

89.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

90.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

91.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[jdurie's solution](#)

92.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

93.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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94.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

95.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[jdurie's solution](#)

96.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

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97.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,334 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[jdurie's solution](#)

98.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jdurie's solution](#)

99.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

100.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

101.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

102.

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

[jdurie's solution](#)

103.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jdurie's solution](#)

104.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

105.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

106.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[jdurie's solution](#)

107.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

108.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[jdurie's solution](#)

109.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[jdurie's solution](#)

110.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,916 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

111.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,706 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

112.

1971A

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

Quality: 59,480 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

113.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[jdurie's solution](#)

114.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[jdurie's solution](#)

115.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[jdurie's solution](#)

116.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jdurie's solution](#)

117.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

118.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

119.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

120.

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

[jdurie's solution](#)

121.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

122.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

123.

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

124.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

125.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

126.

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

[jdurie's solution](#)

127.

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

[jdurie's solution](#)

128.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[jdurie's solution](#)

129.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[jdurie's solution](#)

130.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

131.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

132.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[jdurie's solution](#)

133.

1926A

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

Quality: 62,194 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jdurie's solution](#)

134.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,895 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[jdurie's solution](#)

135.

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

[jdurie's solution](#)

136.

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

[jdurie's solution](#)

137.

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

[jdurie's solution](#)

138.

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

[jdurie's solution](#)

139.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[jdurie's solution](#)

140.

1928A

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

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

[jdurie's solution](#)

141.

1927A

[Make it White](#) · [Tutorial](#)

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

[jdurie's solution](#)

142.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

143.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

144.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jdurie's solution](#)

145.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[jdurie's solution](#)

146.

1921B

[Arranging Cats](#) · [Tutorial](#)

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

[jdurie's solution](#)

147.

1921A

[Square](#) · [Tutorial](#)

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

[jdurie's solution](#)

148.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

149.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

150.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[jdurie's solution](#)

151.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[jdurie's solution](#)

152.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[jdurie's solution](#)

153.

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[jdurie's solution](#)

154.

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

[jdurie's solution](#)

155.

1914B

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

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

[jdurie's solution](#)

156.

1914A

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

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

[jdurie's solution](#)

157.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jdurie's solution](#)

158.

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

[jdurie's solution](#)

159.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[jdurie's solution](#)

160.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

161.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,756 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jdurie's solution](#)

162.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,625 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[jdurie's solution](#)

163.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

164.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,092 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jdurie's solution](#)

165.

1898A

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

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

[jdurie's solution](#)

166.

1899A

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

Quality: 92,745 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[jdurie'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

[jdurie's solution](#)

168.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[jdurie's solution](#)

169.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

170.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

171.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

172.

1881A

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

Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[jdurie's solution](#)

173.

1886A

[Sum of Three](#) · [Tutorial](#)

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

[jdurie's solution](#)

174.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

175.

1878A

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

Quality: 78,667 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jdurie's solution](#)

176.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jdurie's solution](#)

177.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jdurie's solution](#)

178.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[jdurie's solution](#)

179.

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

[jdurie's solution](#)

180.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jdurie's solution](#)

181.

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

[jdurie's solution](#)

182.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

183.

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

[jdurie's solution](#)

184.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

185.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

186.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jdurie's solution](#)

187.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[jdurie's solution](#)

188.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,037 global accepts · Rating: 800 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jdurie's solution](#)

189.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[jdurie's solution](#)

190.

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

[jdurie's solution](#)

191.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

192.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

193.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[jdurie's solution](#)

194.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[jdurie's solution](#)

195.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jdurie's solution](#)

196.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

197.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

198.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

199.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[jdurie's solution](#)

200.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[jdurie's solution](#)

201.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

202.

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

[jdurie's solution](#)

203.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

204.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

205.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jdurie's solution](#)

206.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[jdurie's solution](#)

207.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[jdurie's solution](#)

208.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

209.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

210.

1845A

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

Quality: 47,346 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[jdurie's solution](#)

211.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

212.

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

[jdurie's solution](#)

213.

1843C

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

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[jdurie's solution](#)

214.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[jdurie's solution](#)

215.

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[jdurie's solution](#)

216.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[jdurie's solution](#)

217.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

218.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[jdurie's solution](#)

219.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[jdurie's solution](#)

220.

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

[jdurie's solution](#)

221.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

222.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,009 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

223.

1837A

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

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

224.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

225.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

226.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[jdurie's solution](#)

227.

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

228.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

229.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jdurie's solution](#)

230.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[jdurie's solution](#)

231.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,029 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

232.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

233.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

234.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

235.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

236.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[jdurie's solution](#)

237.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,449 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jdurie's solution](#)

238.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[jdurie's solution](#)

239.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[jdurie's solution](#)

240.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,928 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[jdurie's solution](#)

241.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

242.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

243.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

244.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

245.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[jdurie's solution](#)

246.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

247.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,714 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

248.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,454 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[jdurie's solution](#)

249.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

250.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[jdurie's solution](#)

251.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

252.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

253.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings
[jdurie's solution](#)

254.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jdurie's solution](#)

255.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[jdurie's solution](#)

256.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[jdurie's solution](#)

257.

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[jdurie's solution](#)

258.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[jdurie's solution](#)

259.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,991 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[jdurie's solution](#)

260.

1791C

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

Quality: 74,161 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[jdurie's solution](#)

261.

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[jdurie's solution](#)

262.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[jdurie's solution](#)

263.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

264.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[jdurie's solution](#)

265.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jdurie's solution](#)

266.

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings
[jdurie's solution](#)

267.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jdurie's solution](#)

268.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

269.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[jdurie's solution](#)

270.

1777A

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

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jdurie's solution](#)

271.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[jdurie's solution](#)

272.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[jdurie's solution](#)

273.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[jdurie's solution](#)

274.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[jdurie's solution](#)

275.

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[jdurie's solution](#)

276.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jdurie's solution](#)

277.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[jdurie's solution](#)

278.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[jdurie's solution](#)

279.

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[jdurie's solution](#)

280.

1763A

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

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

[jdurie's solution](#)

281.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

282.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

283.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[jdurie's solution](#)

284.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

285.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jdurie's solution](#)

286.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

287.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[jdurie's solution](#)

288.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jdurie's solution](#)

289.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[jdurie's solution](#)

290.

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[jdurie's solution](#)

291.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,936 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

292.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[jdurie's solution](#)

293.

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[jdurie's solution](#)

294.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

295.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[jdurie's solution](#)

296.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[jdurie's solution](#)

297.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[jdurie's solution](#)

298.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

299.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

300.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

301.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[jdurie's solution](#)

302.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jdurie's solution](#)

303.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

304.

1746B

[Rebellion](#) · [Tutorial](#)

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

[jdurie's solution](#)

305.

1746A

[Maxmina](#) · [Tutorial](#)

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

[jdurie's solution](#)

306.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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1730A

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1658B

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1658A

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1734B

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1734A

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1717A

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1725A

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1722C

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1722A

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1721A

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1715A

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325.

1720B

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1712B

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1712A

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328.

1714C

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329.

1714B

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1713A

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1716B

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1716A

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333.

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1709A

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335.

1706A

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1705A

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1703C

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1703B

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1703A

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340.

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1702A

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342.

1701B

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1698A

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348.

1700A

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1692C

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1692B

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1697A

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357.

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1676B

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364.

1676A

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1670A

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1675A

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1674B

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1674A

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1646B

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371.

1673A

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1669C

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1669B

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1669A

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1672B

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1672A

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377.

1660B

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378.

1660A

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1656A

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380.

1657B

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1657A

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1654B

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1654A

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384.

1644B

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1644A

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1635B

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387.

1635A

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388.

1647A

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389.

1651B

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390.

1651A

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391.

1650A

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392.

1638A

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393.

1637A

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394.

1634A

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395.

1633B

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396.

1633A

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397.

1632A

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398.

1626A

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399.

1627A

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1625A

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401.

1624A

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402.

1620A

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403.

1622A

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404.

1623A

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405.

1621A

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406.

1616A

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407.

1617A

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408.

1619B

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1619A

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1615A

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1553A

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412.

1618B

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1618A

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1526A

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416.

1608A

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418.

1523A

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1536A

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1611B

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1611A

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423.

1612A

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424.

1605A

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1550A

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1539B

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1527A

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1554A

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1586A

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451.

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1574A

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1547B

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455.

1547A

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456.

1566B

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458.

1569A

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459.

1517A

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460.

1560C

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1560A

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463.

1567A

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1556A

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1562A

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1498A

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467.

1557A

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1551B1

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469.

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794A

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1534A

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478.

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1515A

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480.

1512A

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481.

1487A

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483.

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484.

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1006A

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488.

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491.

1468E

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492.

1466B

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494.

1462B

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1462A

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496.

1461A

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497.

1450A

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1453A

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1455A

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1454B

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1454A

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502.

1451A

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503.

1452C

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504.

1452A

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505.

1438A

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506.

992A

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507.

1360B

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508.

1360A

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510.

1436A

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511.

1426A

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512.

1433B

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513.

1433A

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1391B

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1399A

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1370A

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1325B

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510A

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454A

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381A

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1196A

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1130A

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1114A

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1104A

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1099A

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612.

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614.

1096A

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1095A

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1087A

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1081A

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620.

384A

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622.

443A

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Quality: 112,047 global accepts · Rating: 800 · first AC: 2018-11-19 · Java 8 (first AC) · Tags: constructive algorithms, implementation

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623.

1075A

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624.

1043A

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[jdurie's solution](#)

625.

1072A

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626.

1064A

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627.

1058A

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628.

1047A

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629.

1041A

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630.

2195B

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631.

2178B

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632.

2148C

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Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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633.

2137B

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634.

2125B

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635.

2114B

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636.

2106B

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Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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637.

2072B

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638.

2062B

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639.

2060C

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Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

[jdurie's solution](#)

640.

2048B

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Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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641.

2033B

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Quality: 28,845 global accepts · Rating: 900 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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642.

2026A

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Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[jdurie's solution](#)

643.

2035B

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[jdurie's solution](#)

644.

2005A

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Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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645.

1990A

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Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

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646.

1988B

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647.

1988A

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648.

1992C

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Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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649.

1985D

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650.

1954A

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651.

1973A

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652.

1971C

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653.

1951A

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654.

1945B

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655.

1941C

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656.

1927B

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657.

1918B

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658.

1921C

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Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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659.

1915D

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660.

1896B

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661.

1904A

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662.

1900B

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663.

1881B

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664.

1878C

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665.

1879B

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666.

1872B

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667.

1860A

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668.

1856B

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Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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669.

1850D

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670.

1737A

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671.

1848A

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672.

1735B

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673.

1845B

[Come Together](#) · [Tutorial](#)

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[jdurie's solution](#)

674.

1837B

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675.

1808A

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Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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676.

1823B

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677.

1833B

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678.

1807D

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679.

1806B

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680.

1794B

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Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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681.

1795B

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682.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
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683.

1775A2

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684.

1768B

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685.

1779B

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686.

1771A

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687.

1758B

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688.

1764B

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689.

1747B

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690.

1732B

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Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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691.

1749B

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692.

1742C

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693.

1733B

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694.

1726A

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695.

1720A

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696.

1714A

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697.

1709B

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698.

1705B

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699.

1699B

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700.

1696B

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701.

1665B

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[jdurie's solution](#)

702.

1697B

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Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

703.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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704.

1016A

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705.

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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706.

1679A

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Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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707.

1675B

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Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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708.

1666D

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Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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709.

1650B

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Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: math

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710.

1624B

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Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[jdurie's solution](#)

711.

1617B

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[jdurie's solution](#)

712.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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713.

1535B

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Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

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714.

1613A

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715.

1609A

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716.

1610A

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[jdurie's solution](#)

717.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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718.

1543B

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719.

1543A

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Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

720.

1588A

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Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

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721.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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722.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[jdurie's solution](#)

723.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

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724.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[jdurie's solution](#)

725.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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726.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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727.

1559A

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Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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728.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

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729.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

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730.

1537B

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Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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731.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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732.

1475B

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Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

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733.

1475A

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Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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734.

1467A

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Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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735.

1468N

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Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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736.

1462C

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Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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737.

1451B

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738.

1025A

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Quality: 16,527 global accepts · Rating: 900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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739.

1436B

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Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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740.

1426B

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741.

1433C

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742.

1089L

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Quality: 4,717 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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743.

1430A

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[jdurie's solution](#)

744.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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745.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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746.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[jdurie's solution](#)

747.

1406A

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Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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748.

935B

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[jdurie's solution](#)

749.

1401A

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750.

1324A

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[jdurie's solution](#)

751.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

752.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

753.

1380A

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754.

1374B

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755.

1373B

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756.

1335B

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757.

1343A

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[jdurie's solution](#)

758.

1354A

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759.

1330A

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760.

1326B

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761.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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762.

1282A

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Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

763.

1283B

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764.

1279A

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Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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765.

1272A

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766.

460A

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767.

337A

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768.

465A

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769.

405A

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Quality: 126,478 global accepts · Rating: 900 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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770.

1238A

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771.

1216B

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772.

1213A

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773.

1208A

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774.

1204B

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775.

1080B

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[jdurie's solution](#)

776.

1201A

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777.

1197A

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778.

1187A

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Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: math

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779.

1183B

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780.

1175A

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Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · Java 8 (first AC) · Tags: implementation, math

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781.

1166A

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782.

1163A

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[jdurie's solution](#)

783.

1144B

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784.

1141B

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Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · Java 8 (first AC) · Tags: implementation

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785.

1132B

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786.

1110A

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787.

1107A

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788.

1095B

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789.

1093B

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790.

373A

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791.

1055A

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792.

1057A

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793.

1047B

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794.

849A

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795.

1802B

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796.

2147B

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797.

476A

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798.

2164B

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799.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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800.

2148D

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801.

2123C

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802.

2120B

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Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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803.

2114C

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Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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804.

2106C

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[jdurie's solution](#)

805.

2104B

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[jdurie's solution](#)

806.

2092B

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807.

2051C

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808.

2060B

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809.

2055B

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Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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810.

2057B

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811.

2040B

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Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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812.

2034B

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Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
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813.

2037C

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Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[jdurie's solution](#)

814.

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[jdurie's solution](#)

815.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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816.

2000C

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817.

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
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818.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[jdurie's solution](#)

819.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[jdurie's solution](#)

820.

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

[jdurie's solution](#)

821.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[jdurie's solution](#)

822.

1985C

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Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

823.

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

[jdurie's solution](#)

824.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[jdurie's solution](#)

825.

1969B

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

Quality: 22,330 global accepts · Rating: 1000 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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826.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jdurie's solution](#)

827.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[jdurie's solution](#)

828.

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

[jdurie's solution](#)

829.

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

[jdurie's solution](#)

830.

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
[jdurie's solution](#)

831.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[jdurie's solution](#)

832.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[jdurie's solution](#)

833.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: strings
[jdurie's solution](#)

834.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[jdurie's solution](#)

835.

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
[jdurie's solution](#)

836.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[jdurie's solution](#)

837.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[jdurie's solution](#)

838.

1849B

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

839.

1851C

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Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jdurie's solution](#)

840.

1844B

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Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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841.

1847B

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Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[jdurie's solution](#)

842.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

843.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

844.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
[jdurie's solution](#)

845.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

846.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

847.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[jdurie's solution](#)

848.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jdurie's solution](#)

849.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[jdurie's solution](#)

850.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[jdurie's solution](#)

851.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

852.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jdurie's solution](#)

853.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[jdurie's solution](#)

854.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

855.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[jdurie's solution](#)

856.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[jdurie's solution](#)

857.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[jdurie's solution](#)

858.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

859.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

860.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

861.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

862.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[jdurie's solution](#)

863.

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[jdurie's solution](#)

864.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

865.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[jdurie's solution](#)

866.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[jdurie's solution](#)

867.

1725B

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

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[jdurie's solution](#)

868.

1721B

[Deadly Laser](#) · [Tutorial](#)

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

[jdurie's solution](#)

869.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

870.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

871.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

872.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jdurie's solution](#)

873.

1690D

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

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

[jdurie's solution](#)

874.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[jdurie's solution](#)

875.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[jdurie's solution](#)

876.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

877.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[jdurie's solution](#)

878.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

879.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

880.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[jdurie's solution](#)

881.

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[jdurie's solution](#)

882.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[jdurie's solution](#)

883.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

884.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

885.

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

886.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

887.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

888.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

889.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[jdurie's solution](#)

890.

1607C

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Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[jdurie's solution](#)

891.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

892.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

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893.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[jdurie's solution](#)

894.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[jdurie's solution](#)

895.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[jdurie's solution](#)

896.

1506C

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Quality: 35,628 global accepts · Rating: 1000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[jdurie's solution](#)

897.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

898.

1520C

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Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

899.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[jdurie's solution](#)

900.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

901.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[jdurie's solution](#)

902.

1562B

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

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

903.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[jdurie's solution](#)

904.

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[jdurie's solution](#)

905.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[jdurie's solution](#)

906.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jdurie's solution](#)

907.

1474B

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

Quality: 40,329 global accepts · Rating: 1000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[jdurie's solution](#)

908.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[jdurie's solution](#)

909.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

910.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

911.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[jdurie's solution](#)

912.

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jdurie's solution](#)

913.

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jdurie's solution](#)

914.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[jdurie's solution](#)

915.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

916.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

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

[jdurie's solution](#)

917.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jdurie's solution](#)

918.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

919.

1373A

[Donut Shops](#) · [Tutorial](#)

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

[jdurie's solution](#)

920.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[jdurie's solution](#)

921.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

922.

1359B

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

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

[jdurie's solution](#)

923.

1359A

[Berland Poker](#) · [Tutorial](#)

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

[jdurie's solution](#)

924.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[jdurie's solution](#)

925.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

926.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

927.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

928.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[jdurie's solution](#)

929.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[jdurie's solution](#)

930.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[jdurie's solution](#)

931.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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932.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
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933.

1260A

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Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: math
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934.

479A

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Quality: 112,278 global accepts · Rating: 1000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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935.

58A

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Quality: 155,989 global accepts · Rating: 1000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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936.

1253A

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Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: implementation
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937.

1257B

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Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · Java 8 (first AC) · Tags: math
[jdurie's solution](#)

938.

1256A

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Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math
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939.

1252A

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Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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940.

1245A

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Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: math, number theory
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941.

1251A

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Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
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942.

1249B1

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Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: dsu, math
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943.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: implementation, math
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944.

1244B

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Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · Java 8 (first AC) · Tags: brute force, implementation
[jdurie's solution](#)

945.

1234B1

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Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

946.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: brute force, greedy, math
[jdurie's solution](#)

947.

1215A

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Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: greedy, implementation, math
[jdurie's solution](#)

948.

1204A

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Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: math
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949.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

950.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

951.

1088B

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Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-07-19 · Java 8 (first AC) · Tags: implementation, sortings
[jdurie's solution](#)

952.

1195B

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953.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: greedy, math
[jdurie's solution](#)

954.

1181A

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[jdurie's solution](#)

955.

1182A

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956.

1174A

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[jdurie's solution](#)

957.

1165B

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Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-29 · Java 8 (first AC) · Tags: data structures, greedy, sortings
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958.

1155A

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Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · Java 8 (first AC) · Tags: implementation, sortings, strings
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959.

1151A

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[jdurie's solution](#)

960.

1153A

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961.

1144C

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Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-04-05 · Java 8 (first AC) · Tags: constructive algorithms, sortings
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962.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

963.

1139B

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Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · Java 8 (first AC) · Tags: greedy, implementation
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964.

1136B

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965.

1141A

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966.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

967.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · Java 8 (first AC) · Tags: greedy, math, sortings
[jdurie's solution](#)

968.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · Java 8 (first AC) · Tags: implementation, strings
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969.

1107B

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Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · Java 8 (first AC) · Tags: math, number theory
[jdurie's solution](#)

970.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

971.

1101A

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Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · Java 8 (first AC) · Tags: math
[jdurie's solution](#)

972.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: brute force, implementation
[jdurie's solution](#)

973.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2018-11-19 · Java 8 (first AC) · Tags: implementation, math
[jdurie's solution](#)

974.

1033A

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Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation
[jdurie's solution](#)

975.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

976.

2211B

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

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[jdurie's solution](#)

977.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,527 global accepts · Rating: 1100 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jdurie's solution](#)

978.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

979.

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[jdurie's solution](#)

980.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jdurie's solution](#)

981.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jdurie's solution](#)

982.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[jdurie's solution](#)

983.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[jdurie's solution](#)

984.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

985.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[jdurie's solution](#)

986.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jdurie's solution](#)

987.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[jdurie's solution](#)

988.

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[jdurie's solution](#)

989.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jdurie's solution](#)

990.

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

991.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[jdurie's solution](#)

992.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

993.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

994.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

995.

2027B

[Stalin Sort](#) · [Tutorial](#)

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996.

2025B

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997.

2014C

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Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

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998.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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999.

2008D

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Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

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1000.

2004C

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Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

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1001.

1999D

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Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[jdurie's solution](#)

1002.

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

[jdurie's solution](#)

1003.

1997C

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Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[jdurie's solution](#)

1004.

1997B

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Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[jdurie's solution](#)

1005.

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

[jdurie's solution](#)

1006.

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

[jdurie's solution](#)

1007.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jdurie's solution](#)

1008.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

1009.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1010.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jdurie's solution](#)**1011.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[jdurie's solution](#)**1012.**

1957B

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Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[jdurie's solution](#)**1013.**

1942B

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Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)**1014.**

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

[jdurie's solution](#)**1015.**

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[jdurie's solution](#)**1016.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[jdurie's solution](#)**1017.**

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[jdurie's solution](#)**1018.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[jdurie's solution](#)**1019.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[jdurie's solution](#)

1020.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[jdurie's solution](#)

1021.

1921D

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

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

[jdurie's solution](#)

1022.

1920B

[Summation Game](#) · [Tutorial](#)

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

[jdurie's solution](#)

1023.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1024.

1905B

[Begginer'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

[jdurie's solution](#)

1025.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jdurie's solution](#)

1026.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[jdurie's solution](#)

1027.

1901B

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Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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1028.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,861 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

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1029.

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[jdurie's solution](#)

1030.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,014 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[jdurie's solution](#)

1031.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[jdurie's solution](#)

1032.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[jdurie's solution](#)

1033.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[jdurie's solution](#)

1034.

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[jdurie's solution](#)

1035.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[jdurie's solution](#)

1036.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
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1037.

1857B

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1038.

1850E

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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
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1039.

1682B

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1040.

1842B

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1041.

1743C

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Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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1042.

1840B

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1043.

1839B

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1044.

1762B

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1045.

1821B

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1046.

1827A

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1047.

1832B

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1048.

1829E

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1049.

1826B

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1050.

1797B

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1051.

1811C

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Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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1052.

1807G1

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1053.

1807G2

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[jdurie's solution](#)

1054.

1793B

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1055.

1800C2

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1788B

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1057.

1791G1

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1058.

1791E

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1059.

1739B

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1060.

1787B

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1061.

1780B

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1062.

1783B

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1063.

1731B

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1064.

1759C

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Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

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1760E

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Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

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1742D

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Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

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1741C

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1068.

1729C

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1069.

1717B

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1070.

1726B

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1071.

1722D

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1072.

1712C

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1706B

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Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
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1074.

1703D

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1702C

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1076.

1700B

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1078.

1685A

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1079.

1676E

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Quality: 33,070 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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1080.

1670B

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Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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1675C

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Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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1082.

1673B

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1083.

1669F

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1669D

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1656B

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1638B

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Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
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1633C

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1626B

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1625B

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1624C

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1623B

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1616B

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1618C

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1523B

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1610B

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1099.

1606B

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1100.

988B

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1511C

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Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

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1102.

1511B

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1593D1

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1104.

1575A

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1105.

1594B

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1106.

1506B

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1107.

1579B

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Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
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1108.

1574B

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842B

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1566D1

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1534B

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1114.

1060B

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1115.

1492B

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1116.

1490C

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[jdurie's solution](#)

1117.

1481B

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1118.

1472C

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1119.

1463A

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1120.

1455C

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1121.

1360C

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1122.

1426C

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1123.

1421B

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1124.

883M

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1125.

1428C

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Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

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1126.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1127.

1409B

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Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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1128.

1401B

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Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1129.

1324C

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Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

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1130.

1324B

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Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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1131.

1375A

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1132.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1133.

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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1134.

1327A

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Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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1135.

1366A

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Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
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1136.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[jdurie's solution](#)

1137.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[jdurie's solution](#)

1138.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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1139.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[jdurie's solution](#)

1140.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1141.

1304B

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Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[jdurie's solution](#)

1142.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

1143.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
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1144.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: math
[jdurie's solution](#)

1145.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jdurie's solution](#)

1146.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[jdurie's solution](#)

1147.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jdurie's solution](#)

1148.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1149.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: brute force, math

[jdurie's solution](#)

1150.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1151.

1202A

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Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-08 · Java 8 (first AC) · Tags: bitmasks, greedy

[jdurie's solution](#)

1152.

1176B

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Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

1153.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-29 · Java 8 (first AC) · Tags: implementation, math

[jdurie's solution](#)

1154.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1155.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1156.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: implementation, strings

[jdurie's solution](#)

1157.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1158.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1159.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · Java 8 (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

1160.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · Java 8 (first AC) · Tags: implementation, math

[jdurie's solution](#)

1161.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,194 global accepts · Rating: 1100 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory

[jdurie's solution](#)

1162.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · Java 8 (first AC) · Tags: brute force, implementation, strings

[jdurie's solution](#)

1163.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · Java 8 (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1164.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: binary search, constructive algorithms, math

[jdurie's solution](#)

1165.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

1166.

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2018-11-19 · Java 8 (first AC) · Tags: data structures, dp

[jdurie's solution](#)

1167.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2018-11-19 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1168.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

1169.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

1170.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · Java 8 (first AC) · Tags: geometry

[jdurie's solution](#)

1171.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[jdurie's solution](#)

1172.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1173.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[jdurie's solution](#)

1174.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[jdurie's solution](#)

1175.

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

1176.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[jdurie's solution](#)

1177.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1178.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

1179.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[jdurie's solution](#)

1180.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[jdurie's solution](#)

1181.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[jdurie's solution](#)

1182.

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

1183.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[jdurie's solution](#)

1184.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices
[jdurie's solution](#)

1185.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[jdurie's solution](#)

1186.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[jdurie's solution](#)

1187.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[jdurie's solution](#)

1188.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

1189.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[jdurie's solution](#)

1190.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[jdurie's solution](#)

1191.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[jdurie's solution](#)

1192.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jdurie's solution](#)

1193.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[jdurie's solution](#)

1194.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jdurie's solution](#)

1195.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[jdurie's solution](#)

1196.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[jdurie's solution](#)

1197.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[jdurie's solution](#)

1198.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1199.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
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1200.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jdurie's solution](#)

1201.

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
[jdurie's solution](#)

1202.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
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1203.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[jdurie's solution](#)

1204.

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[jdurie's solution](#)

1205.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[jdurie's solution](#)

1206.

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
[jdurie's solution](#)

1207.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[jdurie's solution](#)

1208.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jdurie's solution](#)

1209.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[jdurie's solution](#)

1210.

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
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1211.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[jdurie's solution](#)

1212.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[jdurie's solution](#)

1213.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

1214.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[jdurie's solution](#)

1215.

1926C

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

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[jdurie's solution](#)

1216.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[jdurie's solution](#)

1217.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[jdurie's solution](#)

1218.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[jdurie's solution](#)

1219.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[jdurie's solution](#)

1220.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jdurie's solution](#)

1221.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[jdurie's solution](#)

1222.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[jdurie's solution](#)

1223.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1224.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[jdurie's solution](#)

1225.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[jdurie's solution](#)

1226.

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

[jdurie's solution](#)

1227.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[jdurie's solution](#)

1228.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

1229.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[jdurie's solution](#)

1230.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[jdurie's solution](#)

1231.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1232.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[jdurie's solution](#)

1233.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[jdurie's solution](#)

1234.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[jdurie's solution](#)

1235.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[jdurie's solution](#)

1236.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[jdurie's solution](#)

1237.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[jdurie's solution](#)

1238.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1239.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[jdurie's solution](#)

1240.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1241.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[jdurie's solution](#)

1242.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[jdurie's solution](#)

1243.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[jdurie's solution](#)

1244.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1245.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

1246.

1763B

[Incinerate](#) · [Tutorial](#)

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

[jdurie's solution](#)

1247.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jdurie's solution](#)

1248.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[jdurie's solution](#)

1249.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[jdurie's solution](#)

1250.

1744D

[Divisibility by 2ⁿ](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[jdurie's solution](#)

1251.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[jdurie's solution](#)

1252.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1253.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[jdurie's solution](#)

1254.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

1255.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[jdurie's solution](#)

1256.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[jdurie's solution](#)

1257.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[jdurie's solution](#)

1258.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[jdurie's solution](#)

1259.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[jdurie's solution](#)

1260.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1261.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[jdurie's solution](#)

1262.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[jdurie's solution](#)

1263.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1264.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[jdurie's solution](#)

1265.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[jdurie's solution](#)

1266.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[jdurie's solution](#)

1267.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[jdurie's solution](#)

1268.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation

[jdurie's solution](#)

1269.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[jdurie's solution](#)

1270.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

1271.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1272.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[jdurie's solution](#)

1273.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[jdurie's solution](#)

1274.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

1275.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

1276.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[jdurie's solution](#)

1277.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1278.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[jdurie's solution](#)

1279.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[jdurie's solution](#)

1280.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1281.

1527B1

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

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[jdurie's solution](#)

1282.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[jdurie's solution](#)

1283.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[jdurie's solution](#)

1284.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[jdurie's solution](#)

1285.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[jdurie's solution](#)

1286.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[jdurie's solution](#)

1287.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[jdurie's solution](#)

1288.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1289.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1290.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[jdurie's solution](#)

1291.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[jdurie's solution](#)

1292.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-13 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[jdurie's solution](#)

1293.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[jdurie's solution](#)

1294.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[jdurie's solution](#)

1295.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jdurie's solution](#)

1296.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[jdurie's solution](#)

1297.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

1298.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1299.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jdurie's solution](#)

1300.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[jdurie's solution](#)

1301.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[jdurie's solution](#)

1302.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

1303.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[jdurie's solution](#)

1304.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[jdurie's solution](#)

1305.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[jdurie's solution](#)

1306.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[jdurie's solution](#)

1307.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

1308.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[jdurie's solution](#)

1309.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1310.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1311.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1312.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[jdurie's solution](#)

1313.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[jdurie's solution](#)

1314.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[jdurie's solution](#)

1315.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

1316.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jdurie's solution](#)

1317.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

1318.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1319.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1320.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1321.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[jdurie's solution](#)

1322.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[jdurie's solution](#)

1323.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,652 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[jdurie's solution](#)

1324.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jdurie's solution](#)

1325.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1326.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

1327.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[jdurie's solution](#)

1328.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[jdurie's solution](#)

1329.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[jdurie's solution](#)

1330.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[jdurie's solution](#)

1331.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[jdurie's solution](#)

1332.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

1333.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[jdurie's solution](#)

1334.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[jdurie's solution](#)

1335.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jdurie's solution](#)

1336.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1337.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[jdurie's solution](#)

1338.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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1339.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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1340.

1334A

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Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1341.

1028B

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Quality: 10,241 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1342.

1270B

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Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1343.

1272C

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Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[jdurie's solution](#)

1344.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1345.

463A

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Quality: 9,561 global accepts · Rating: 1200 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1346.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1347.

459A

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Quality: 36,405 global accepts · Rating: 1200 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1348.

327A

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Quality: 49,905 global accepts · Rating: 1200 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[jdurie's solution](#)

1349.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · Java 8 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

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1350.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy

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1351.

1221C

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Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: binary search, math

[jdurie's solution](#)

1352.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: data structures, greedy

[jdurie's solution](#)

1353.

1213C

[Book Reading](#) · [Tutorial](#)

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[jdurie's solution](#)

1354.

1207B

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Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

1355.

1205A

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Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1356.

1203B

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Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: greedy, math

[jdurie's solution](#)

1357.

1184A1

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Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

1358.

1196B

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Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-25 · Java 8 (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1359.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-20 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1360.

1185B

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Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-20 · Java 8 (first AC) · Tags: implementation, strings

[jdurie's solution](#)

1361.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · Java 8 (first AC) · Tags: sortings

[jdurie's solution](#)

1362.

1149A

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[jdurie's solution](#)

1363.

1155B

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Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · Java 8 (first AC) · Tags: games, greedy, implementation

[jdurie's solution](#)

1364.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

1365.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1366.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · Java 8 (first AC) · Tags: dp, greedy, math
[jdurie's solution](#)

1367.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · Java 8 (first AC) · Tags: implementation, strings
[jdurie's solution](#)

1368.

1133C

[Balanced Team](#) · [Tutorial](#)

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[jdurie's solution](#)

1369.

1133B

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Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: math, number theory
[jdurie's solution](#)

1370.

1121B

[Mike and Children](#) · [Tutorial](#)

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[jdurie's solution](#)

1371.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · Java 8 (first AC) · Tags: greedy
[jdurie's solution](#)

1372.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · Java 8 (first AC) · Tags: binary search, greedy, sortings
[jdurie's solution](#)

1373.

1118B

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Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · Java 8 (first AC) · Tags: implementation
[jdurie's solution](#)

1374.

1104B

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Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-22 · Java 8 (first AC) · Tags: data structures, implementation, math
[jdurie's solution](#)

1375.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · Java 8 (first AC) · Tags: binary search, geometry, math
[jdurie's solution](#)

1376.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

1377.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[jdurie's solution](#)

1378.

1091B

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Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[jdurie's solution](#)

1379.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1380.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

1381.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1382.

1064B

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[jdurie's solution](#)

1383.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[jdurie's solution](#)

1384.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

1385.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jdurie's solution](#)

1386.

2118C

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Quality: 18,478 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[jdurie's solution](#)

1387.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

1388.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

1389.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

1390.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[jdurie's solution](#)

1391.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[jdurie's solution](#)

1392.

2056B

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Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[jdurie's solution](#)

1393.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jdurie's solution](#)

1394.

2044E

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Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[jdurie's solution](#)

1395.

2037D

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Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[jdurie's solution](#)

1396.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[jdurie's solution](#)

1397.

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math
[jdurie's solution](#)

1398.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[jdurie's solution](#)

1399.

2025C

[New Game](#) · [Tutorial](#)

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1400.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[jdurie's solution](#)

1401.

2021C1

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1402.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
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1403.

1991C

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Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1404.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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1405.

1978C

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Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
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1406.

1984C1

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Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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1407.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1408.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[jdurie's solution](#)

1409.

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
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1410.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[jdurie's solution](#)

1411.

1955C

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

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[jdurie's solution](#)

1412.

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
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1413.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jdurie's solution](#)

1414.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
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1415.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
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1416.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
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1417.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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1418.

1927D

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

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

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1419.

1922C

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Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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1420.

1915E

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Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[jdurie's solution](#)

1421.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

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1422.

1902C

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Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[jdurie's solution](#)

1423.

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

[jdurie's solution](#)

1424.

1899E

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Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

1425.

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

[jdurie's solution](#)

1426.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

1427.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

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1428.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

1429.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[jdurie's solution](#)

1430.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[jdurie's solution](#)

1431.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[jdurie's solution](#)

1432.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 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

[jdurie's solution](#)

1433.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[jdurie's solution](#)

1434.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

1435.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[jdurie's solution](#)

1436.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[jdurie's solution](#)

1437.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[jdurie's solution](#)

1438.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

1439.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[jdurie's solution](#)

1440.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[jdurie's solution](#)

1441.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[jdurie's solution](#)

1442.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

1443.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jdurie's solution](#)

1444.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

1445.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jdurie's solution](#)

1446.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[jdurie's solution](#)

1447.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[jdurie's solution](#)

1448.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[jdurie's solution](#)

1449.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[jdurie's solution](#)

1450.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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1451.

1815A

[Ilan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1452.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[jdurie's solution](#)

1453.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive
[jdurie's solution](#)

1454.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[jdurie's solution](#)

1455.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

1456.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1457.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[jdurie's solution](#)

1458.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[jdurie's solution](#)

1459.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[jdurie's solution](#)

1460.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jdurie's solution](#)

1461.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

1462.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[jdurie's solution](#)

1463.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

1464.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

1465.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[jdurie's solution](#)

1466.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[jdurie's solution](#)

1467.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[jdurie's solution](#)

1468.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

1469.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

1470.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1471.

1676G

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

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jdurie's solution](#)

1472.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jdurie's solution](#)

1473.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[jdurie's solution](#)

1474.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[jdurie's solution](#)

1475.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[jdurie's solution](#)

1476.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[jdurie's solution](#)

1477.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1478.

1650D

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

Quality: 14,698 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[jdurie's solution](#)

1479.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[jdurie's solution](#)

1480.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[jdurie's solution](#)

1481.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[jdurie's solution](#)

1482.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[jdurie's solution](#)

1483.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[jdurie's solution](#)

1484.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[jdurie's solution](#)

1485.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

1486.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1487.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[jdurie's solution](#)

1488.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[jdurie's solution](#)

1489.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

1490.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1491.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[jdurie's solution](#)

1492.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[jdurie's solution](#)

1493.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[jdurie's solution](#)

1494.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1495.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

1496.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

1497.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[jdurie's solution](#)

1498.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[jdurie's solution](#)

1499.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[jdurie's solution](#)

1500.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[jdurie's solution](#)

1501.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1502.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

1503.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[jdurie's solution](#)

1504.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1505.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[jdurie's solution](#)

1506.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[jdurie's solution](#)

1507.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jdurie's solution](#)

1508.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[jdurie's solution](#)

1509.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,147 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1510.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jdurie's solution](#)**1511.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[jdurie's solution](#)**1512.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jdurie's solution](#)**1513.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)**1514.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)**1515.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jdurie's solution](#)**1516.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jdurie's solution](#)**1517.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[jdurie's solution](#)**1518.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)**1519.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[jdurie's solution](#)

1520.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[jdurie's solution](#)

1521.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[jdurie's solution](#)

1522.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

1523.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jdurie's solution](#)

1524.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

1525.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[jdurie's solution](#)

1526.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

1527.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jdurie's solution](#)

1528.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[jdurie's solution](#)

1529.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

1530.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[jdurie's solution](#)

1531.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

1532.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[jdurie's solution](#)

1533.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[jdurie's solution](#)

1534.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jdurie's solution](#)

1535.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jdurie's solution](#)

1536.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jdurie's solution](#)

1537.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jdurie's solution](#)

1538.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[jdurie's solution](#)

1539.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[jdurie's solution](#)

1540.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation

[jdurie's solution](#)

1541.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[jdurie's solution](#)

1542.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1543.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: binary search, math

[jdurie's solution](#)

1544.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jdurie's solution](#)

1545.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

1546.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: dfs and similar, dsu, math

[jdurie's solution](#)

1547.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

1548.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers

[jdurie's solution](#)

1549.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1550.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1551.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

1552.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: games, greedy, strings

[jdurie's solution](#)

1553.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

1554.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[jdurie's solution](#)

1555.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: binary search, math

[jdurie's solution](#)

1556.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: dp, greedy, strings

[jdurie's solution](#)

1557.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

1558.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1559.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: implementation, math

[jdurie's solution](#)

1560.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: dp, strings

[jdurie's solution](#)

1561.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: combinatorics, greedy, math

[jdurie's solution](#)

1562.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-15 · Java 8 (first AC) · Tags: implementation, strings

[jdurie's solution](#)

1563.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-15 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1564.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: binary search, implementation, strings

[jdurie's solution](#)

1565.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-13 · Java 8 (first AC) · Tags: dfs and similar, implementation, strings

[jdurie's solution](#)

1566.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[jdurie's solution](#)

1567.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · Java 8 (first AC) · Tags: constructive algorithms, number theory

[jdurie's solution](#)

1568.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-29 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

1569.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

1570.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

1571.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[jdurie's solution](#)

1572.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

1573.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[jdurie's solution](#)

1574.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · Java 8 (first AC) · Tags: greedy, sortings, two pointers

[jdurie's solution](#)

1575.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

1576.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1577.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1578.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: combinatorics, math, strings

[jdurie's solution](#)

1579.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

1580.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: dsu, implementation

[jdurie's solution](#)

1581.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-11-01 · Java 8 (first AC) · Tags: math, probabilities

[jdurie's solution](#)

1582.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · Java 8 (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

1583.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1584.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · Java 8 (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1585.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[jdurie's solution](#)

1586.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[jdurie's solution](#)

1587.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jdurie's solution](#)

1588.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[jdurie's solution](#)

1589.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[jdurie's solution](#)

1590.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[jdurie's solution](#)

1591.

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jdurie's solution](#)

1592.

2114D

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

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jdurie's solution](#)

1593.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[jdurie's solution](#)

1594.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation,

interactive

[jdurie's solution](#)

1595.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[jdurie's solution](#)

1596.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[jdurie's solution](#)

1597.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[jdurie's solution](#)

1598.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[jdurie's solution](#)

1599.

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[jdurie's solution](#)

1600.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[jdurie's solution](#)

1601.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jdurie's solution](#)

1602.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[jdurie's solution](#)

1603.

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

[jdurie's solution](#)

1604.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[jdurie's solution](#)

1605.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[jdurie's solution](#)

1606.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[jdurie's solution](#)

1607.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math
[jdurie's solution](#)

1608.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jdurie's solution](#)

1609.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[jdurie's solution](#)

1610.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1611.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[jdurie's solution](#)

1612.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[jdurie's solution](#)

1613.

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
[jdurie's solution](#)

1614.

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
[jdurie's solution](#)

1615.

1967B1

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

Quality: 16,056 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[jdurie's solution](#)

1616.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[jdurie's solution](#)

1617.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[jdurie's solution](#)

1618.

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
[jdurie's solution](#)

1619.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1620.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

1621.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[jdurie's solution](#)

1622.

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
[jdurie's solution](#)

1623.

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
[jdurie's solution](#)

1624.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[jdurie's solution](#)

1625.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,662 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[jdurie's solution](#)

1626.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[jdurie's solution](#)

1627.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jdurie's solution](#)

1628.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[jdurie's solution](#)

1629.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[jdurie's solution](#)

1630.

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

[jdurie's solution](#)

1631.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[jdurie's solution](#)

1632.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[jdurie's solution](#)

1633.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[jdurie's solution](#)

1634.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

1635.

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

[jdurie's solution](#)

1636.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[jdurie's solution](#)

1637.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[jdurie's solution](#)

1638.

1887A1

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

Rating: 1400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[jdurie's solution](#)

1639.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[jdurie's solution](#)

1640.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[jdurie's solution](#)

1641.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[jdurie's solution](#)

1642.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[jdurie's solution](#)

1643.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

1644.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[jdurie's solution](#)

1645.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[jdurie's solution](#)

1646.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[jdurie's solution](#)

1647.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jdurie's solution](#)

1648.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

1649.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jdurie's solution](#)

1650.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1651.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jdurie's solution](#)

1652.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1653.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[jdurie's solution](#)

1654.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[jdurie's solution](#)

1655.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[jdurie's solution](#)

1656.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jdurie's solution](#)

1657.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[jdurie's solution](#)

1658.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[jdurie's solution](#)

1659.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[jdurie's solution](#)

1660.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[jdurie's solution](#)

1661.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[jdurie's solution](#)

1662.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[jdurie's solution](#)

1663.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[jdurie's solution](#)

1664.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[jdurie's solution](#)

1665.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[jdurie's solution](#)

1666.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[jdurie's solution](#)

1667.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

1668.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[jdurie's solution](#)

1669.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[jdurie's solution](#)

1670.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[jdurie's solution](#)

1671.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[jdurie's solution](#)

1672.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[jdurie's solution](#)

1673.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[jdurie's solution](#)

1674.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jdurie's solution](#)

1675.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[jdurie's solution](#)

1676.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[jdurie's solution](#)

1677.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jdurie's solution](#)

1678.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[jdurie's solution](#)

1679.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1680.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1681.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1682.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jdurie's solution](#)

1683.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[jdurie's solution](#)

1684.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[jdurie's solution](#)

1685.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[jdurie's solution](#)

1686.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[jdurie's solution](#)

1687.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[jdurie's solution](#)

1688.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[jdurie's solution](#)

1689.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[jdurie's solution](#)

1690.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[jdurie's solution](#)

1691.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[jdurie's solution](#)

1692.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[jdurie's solution](#)

1693.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[jdurie's solution](#)

1694.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[jdurie's solution](#)

1695.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

1696.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[jdurie's solution](#)

1697.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[jdurie's solution](#)

1698.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jdurie's solution](#)

1699.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[jdurie's solution](#)

1700.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1701.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[jdurie's solution](#)

1702.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[jdurie's solution](#)

1703.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[jdurie's solution](#)

1704.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[jdurie's solution](#)

1705.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[jdurie's solution](#)

1706.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[jdurie's solution](#)

1707.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[jdurie's solution](#)

1708.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[jdurie's solution](#)

1709.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,498 global accepts · Rating: 1400 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1710.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jdurie's solution](#)

1711.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

1712.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[jdurie's solution](#)

1713.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

1714.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[jdurie's solution](#)

1715.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[jdurie's solution](#)

1716.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[jdurie's solution](#)

1717.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[jdurie's solution](#)

1718.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[jdurie's solution](#)

1719.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[jdurie's solution](#)

1720.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

1721.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

1722.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[jdurie's solution](#)

1723.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

1724.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

1725.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jdurie's solution](#)

1726.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

1727.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[jdurie's solution](#)

1728.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[jdurie's solution](#)

1729.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jdurie's solution](#)

1730.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[jdurie's solution](#)

1731.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[jdurie's solution](#)

1732.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

1733.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

1734.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

1735.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[jdurie's solution](#)

1736.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[jdurie's solution](#)

1737.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1738.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jdurie's solution](#)

1739.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

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[jdurie's solution](#)

1740.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[jdurie's solution](#)

1741.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[jdurie's solution](#)

1742.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[jdurie's solution](#)

1743.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

1744.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jdurie's solution](#)

1745.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[jdurie's solution](#)

1746.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jdurie's solution](#)

1747.

1279C

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Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1748.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jdurie's solution](#)

1749.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[jdurie's solution](#)

1750.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1751.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

1752.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1753.

1256B

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Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

1754.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: dp

[jdurie's solution](#)

1755.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jdurie's solution](#)

1756.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: implementation, math

[jdurie's solution](#)

1757.

1215B

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Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[jdurie's solution](#)

1758.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

1759.

1201C

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Quality: 33,238 global accepts · Rating: 1400 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings

[jdurie's solution](#)

1760.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-08-03 · Java 8 (first AC) · Tags: binary search, sortings

[jdurie's solution](#)

1761.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1762.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2019-07-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1763.

1195C

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Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: dp

[jdurie's solution](#)

1764.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-13 · Java 8 (first AC) · Tags: implementation, two pointers

[jdurie's solution](#)

1765.

1183D

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Quality: 20,420 global accepts · Rating: 1400 · first AC: 2019-06-26 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1766.

1183C

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Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · Java 8 (first AC) · Tags: binary search, math

[jdurie's solution](#)

1767.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-05-30 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1768.

1167C

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Quality: 26,001 global accepts · Rating: 1400 · first AC: 2019-05-28 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[jdurie's solution](#)

1769.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-28 · Java 8 (first AC) · Tags: brute force, divide and conquer, interactive, math

[jdurie's solution](#)

1770.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: implementation, math

[jdurie's solution](#)

1771.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-05 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1772.

1130C

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[jdurie's solution](#)

1773.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1774.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1775.

1108D

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Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy

[jdurie's solution](#)

1776.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

1777.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1778.

1095C

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[jdurie's solution](#)

1779.

1057B

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Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-13 · Java 8 (first AC) · Tags: *special, brute force

[jdurie's solution](#)

1780.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1781.

2195E

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[jdurie's solution](#)

1782.

2183D1

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Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jdurie's solution](#)

1783.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[jdurie's solution](#)

1784.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jdurie's solution](#)

1785.

2115A

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Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[jdurie's solution](#)

1786.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[jdurie's solution](#)

1787.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

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1788.

2077A

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Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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1789.

2072E

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Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[jdurie's solution](#)

1790.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[jdurie's solution](#)

1791.

2060E

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Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[jdurie's solution](#)

1792.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jdurie's solution](#)

1793.

2053C

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Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[jdurie's solution](#)

1794.

2026C

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Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

1795.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[jdurie's solution](#)

1796.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1797.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[jdurie's solution](#)

1798.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[jdurie's solution](#)

1799.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jdurie's solution](#)

1800.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,962 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

1801.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

1802.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[jdurie's solution](#)

1803.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

1804.

1985F

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Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[jdurie's solution](#)

1805.

1971E

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Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[jdurie's solution](#)

1806.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[jdurie's solution](#)

1807.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[jdurie's solution](#)

1808.

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy,

shortest paths, strings

[jdurie's solution](#)

1809.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[jdurie's solution](#)

1810.

1898B

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Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1811.

1891C

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Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[jdurie's solution](#)

1812.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jdurie's solution](#)

1813.

1882C

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Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

1814.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1815.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[jdurie's solution](#)

1816.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jdurie's solution](#)

1817.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[jdurie's solution](#)

1818.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[jdurie's solution](#)

1819.

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

[jdurie's solution](#)

1820.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[jdurie's solution](#)

1821.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jdurie's solution](#)

1822.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jdurie's solution](#)

1823.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[jdurie's solution](#)

1824.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[jdurie's solution](#)

1825.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[jdurie's solution](#)

1826.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1827.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[jdurie's solution](#)

1828.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[jdurie's solution](#)

1829.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[jdurie's solution](#)

1830.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[jdurie's solution](#)

1831.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[jdurie's solution](#)

1832.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[jdurie's solution](#)

1833.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[jdurie's solution](#)

1834.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1835.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[jdurie's solution](#)

1836.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[jdurie's solution](#)

1837.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1838.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[jdurie's solution](#)

1839.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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1840.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
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1841.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[jdurie's solution](#)

1842.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
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1843.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
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1844.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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1845.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[jdurie's solution](#)

1846.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[jdurie's solution](#)

1847.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

1848.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings
[jdurie's solution](#)

1849.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[jdurie's solution](#)

1850.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[jdurie's solution](#)

1851.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[jdurie's solution](#)

1852.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[jdurie's solution](#)

1853.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1854.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[jdurie's solution](#)

1855.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[jdurie's solution](#)

1856.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[jdurie's solution](#)

1857.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[jdurie's solution](#)

1858.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

1859.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jdurie's solution](#)

1860.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[jdurie's solution](#)

1861.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[jdurie's solution](#)

1862.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[jdurie's solution](#)

1863.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[jdurie's solution](#)

1864.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[jdurie's solution](#)

1865.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[jdurie's solution](#)

1866.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[jdurie's solution](#)

1867.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[jdurie's solution](#)

1868.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[jdurie's solution](#)

1869.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[jdurie's solution](#)

1870.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[jdurie's solution](#)

1871.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math
[jdurie's solution](#)

1872.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[jdurie's solution](#)

1873.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

1874.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[jdurie's solution](#)

1875.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[jdurie's solution](#)

1876.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[jdurie's solution](#)

1877.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jdurie's solution](#)

1878.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
[jdurie's solution](#)

1879.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[jdurie's solution](#)

1880.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jdurie's solution](#)

1881.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1882.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jdurie's solution](#)

1883.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[jdurie's solution](#)

1884.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[jdurie's solution](#)

1885.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[jdurie's solution](#)

1886.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jdurie's solution](#)

1887.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[jdurie's solution](#)

1888.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[jdurie's solution](#)

1889.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jdurie's solution](#)

1890.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees
[jdurie's solution](#)

1891.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[jdurie's solution](#)

1892.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[jdurie's solution](#)

1893.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jdurie's solution](#)

1894.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[jdurie's solution](#)

1895.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[jdurie's solution](#)

1896.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[jdurie's solution](#)

1897.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[jdurie's solution](#)

1898.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

1899.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[jdurie's solution](#)

1900.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jdurie's solution](#)

1901.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[jdurie's solution](#)

1902.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jdurie's solution](#)

1903.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[jdurie's solution](#)

1904.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jdurie's solution](#)

1905.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1906.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[jdurie's solution](#)

1907.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jdurie's solution](#)

1908.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1909.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[jdurie's solution](#)

1910.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[jdurie's solution](#)

1911.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[jdurie's solution](#)

1912.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[jdurie's solution](#)

1913.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[jdurie's solution](#)

1914.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[jdurie's solution](#)

1915.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[jdurie's solution](#)

1916.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jdurie's solution](#)

1917.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

1918.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[jdurie's solution](#)

1919.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[jdurie's solution](#)

1920.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1921.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[jdurie's solution](#)

1922.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[jdurie's solution](#)

1923.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[jdurie's solution](#)

1924.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[jdurie's solution](#)

1925.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jdurie's solution](#)

1926.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[jdurie's solution](#)

1927.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[jdurie's solution](#)

1928.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy
[jdurie's solution](#)

1929.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[jdurie's solution](#)

1930.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

1931.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-01-28 · Java 11 (first AC) · Tags: brute force, greedy, implementation, math

[jdurie's solution](#)

1932.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1933.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jdurie's solution](#)

1934.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[jdurie's solution](#)

1935.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[jdurie's solution](#)

1936.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[jdurie's solution](#)

1937.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[jdurie's solution](#)

1938.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

1939.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: dp, greedy, math, sortings

[jdurie's solution](#)

1940.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

1941.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1942.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[jdurie's solution](#)

1943.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

1944.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: dp, implementation

[jdurie's solution](#)

1945.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1946.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

1947.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

1948.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

[jdurie's solution](#)

1949.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: dp, greedy

[jdurie's solution](#)

1950.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

1951.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: greedy, math

[jdurie's solution](#)

1952.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-25 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1953.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-25 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1954.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jdurie's solution](#)

1955.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[jdurie's solution](#)

1956.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

1957.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1958.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,610 global accepts · Rating: 1500 · first AC: 2019-06-17 · Java 8 (first AC) · Tags: greedy, implementation, strings

[jdurie's solution](#)

1959.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

1960.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: binary search, sortings, two pointers

[jdurie's solution](#)

1961.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1962.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

1963.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

1964.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[jdurie's solution](#)

1965.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-20 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

1966.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

1967.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

1968.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1500 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: hashing, math, number theory

[jdurie's solution](#)

1969.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[jdurie's solution](#)

1970.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

1971.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

1972.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[jdurie's solution](#)

1973.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · Java 8 (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

1974.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

1975.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2018-12-16 · Java 8 (first AC) · Tags: binary search, data structures, dp

[jdurie's solution](#)

1976.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

1977.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[jdurie's solution](#)

1978.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2018-12-06 · Java 8 (first AC) · Tags: data structures, greedy, implementation, sortings

[jdurie's solution](#)

1979.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2018-12-06 · Java 8 (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

1980.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

1981.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: greedy, two pointers

[jdurie's solution](#)

1982.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[jdurie's solution](#)

1983.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[jdurie's solution](#)

1984.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

1985.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[jdurie's solution](#)

1986.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[jdurie's solution](#)

1987.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[jdurie's solution](#)

1988.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[jdurie's solution](#)

1989.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[jdurie's solution](#)

1990.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[jdurie's solution](#)

1991.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[jdurie's solution](#)

1992.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[jdurie's solution](#)

1993.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[jdurie's solution](#)

1994.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[jdurie's solution](#)

1995.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[jdurie's solution](#)

1996.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[jdurie's solution](#)

1997.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[jdurie's solution](#)

1998.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[jdurie's solution](#)

1999.

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

[jdurie's solution](#)

2000.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[jdurie's solution](#)

2001.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jdurie's solution](#)

2002.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[jdurie's solution](#)

2003.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[jdurie's solution](#)

2004.

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

[jdurie's solution](#)

2005.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

2006.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2007.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

2008.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[jdurie's solution](#)

2009.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

2010.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[jdurie's solution](#)

2011.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[jdurie's solution](#)

2012.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

2013.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[jdurie's solution](#)

2014.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math
[jdurie's solution](#)

2015.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[jdurie's solution](#)

2016.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[jdurie's solution](#)

2017.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[jdurie's solution](#)

2018.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[jdurie's solution](#)

2019.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[jdurie's solution](#)

2020.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[jdurie's solution](#)

2021.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[jdurie's solution](#)

2022.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[jdurie's solution](#)

2023.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 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
[jdurie's solution](#)

2024.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[jdurie's solution](#)

2025.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[jdurie's solution](#)

2026.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[jdurie's solution](#)

2027.

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

[jdurie's solution](#)

2028.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[jdurie's solution](#)

2029.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[jdurie's solution](#)

2030.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jdurie's solution](#)

2031.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[jdurie's solution](#)

2032.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[jdurie's solution](#)

2033.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[jdurie's solution](#)

2034.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[jdurie's solution](#)

2035.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[jdurie's solution](#)

2036.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

2037.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[jdurie's solution](#)

2038.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[jdurie's solution](#)

2039.

1795D

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Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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2040.

1778C

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Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

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2041.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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2042.

1775C

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Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

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2043.

1782C

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Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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2044.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
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2045.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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2046.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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2047.

1741E

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Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
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2048.

1730B

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2049.

1658D1

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Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
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2050.

1722E

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2051.

1714D

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Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
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2052.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
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2053.

1702E

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Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
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2054.

1698D

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Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jdurie's solution](#)

2055.

814C

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Quality: 7,734 global accepts · Rating: 1600 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[jdurie's solution](#)

2056.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[jdurie's solution](#)

2057.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[jdurie's solution](#)

2058.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jdurie's solution](#)

2059.

849B

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Quality: 3,996 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[jdurie's solution](#)

2060.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[jdurie's solution](#)

2061.

1660E

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Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[jdurie's solution](#)

2062.

1660D

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Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[jdurie's solution](#)

2063.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[jdurie's solution](#)

2064.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

2065.

1632C

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Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[jdurie's solution](#)

2066.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[jdurie's solution](#)

2067.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[jdurie's solution](#)

2068.

1615C

[Menorah](#) · [Tutorial](#)

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[jdurie's solution](#)

2069.

1526C2

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[jdurie's solution](#)

2070.

1523C

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2071.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[jdurie's solution](#)

2072.

1610C

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[jdurie's solution](#)

2073.

1612D

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Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

2074.

1539D

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Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[jdurie's solution](#)

2075.

1527C

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[jdurie's solution](#)

2076.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

2077.

1607E

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Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jdurie's solution](#)

2078.

930B

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Quality: 3,113 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, probabilities, strings

[jdurie's solution](#)

2079.

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

2080.

1555D

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Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[jdurie's solution](#)

2081.

1519D

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Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[jdurie's solution](#)

2082.

1514C

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Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[jdurie's solution](#)

2083.

1511D

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Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[jdurie's solution](#)

2084.

1593E

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Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[jdurie's solution](#)

2085.

1036D

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Quality: 10,628 global accepts · Rating: 1600 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[jdurie's solution](#)

2086.

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[jdurie's solution](#)

2087.

1513C

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[jdurie's solution](#)

2088.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

2089.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

2090.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jdurie's solution](#)

2091.

1566D2

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Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jdurie's solution](#)

2092.

1567C

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Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jdurie's solution](#)

2093.

1498C

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Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[jdurie's solution](#)

2094.

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows,

graphs, greedy, math

[jdurie's solution](#)

2095.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[jdurie's solution](#)

2096.

1542C

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Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jdurie's solution](#)

2097.

1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

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2098.

1528A

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[jdurie's solution](#)

2099.

1512E

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Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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2100.

1503A

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Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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2101.

1483A

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Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

2102.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

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2103.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[jdurie's solution](#)

2104.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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2105.

1476C

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Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy
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2106.

1475E

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Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
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2107.

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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2108.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[jdurie's solution](#)

2109.

1458A

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Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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2110.

1461D

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Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
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2111.

1455D

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Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[jdurie's solution](#)

2112.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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2113.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[jdurie's solution](#)

2114.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[jdurie's solution](#)

2115.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jdurie's solution](#)

2116.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

2117.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[jdurie's solution](#)

2118.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[jdurie's solution](#)

2119.

730G

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Quality: 2,311 global accepts · Rating: 1600 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jdurie's solution](#)

2120.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[jdurie's solution](#)

2121.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[jdurie's solution](#)

2122.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[jdurie's solution](#)

2123.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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2124.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

2125.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[jdurie's solution](#)

2126.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[jdurie's solution](#)

2127.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[jdurie's solution](#)

2128.

1336A

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Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[jdurie's solution](#)

2129.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[jdurie's solution](#)

2130.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[jdurie's solution](#)

2131.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[jdurie's solution](#)

2132.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jdurie's solution](#)

2133.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[jdurie's solution](#)

2134.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[jdurie's solution](#)

2135.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jdurie's solution](#)

2136.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jdurie's solution](#)

2137.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[jdurie's solution](#)

2138.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[jdurie's solution](#)

2139.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

2140.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jdurie's solution](#)

2141.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2142.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[jdurie's solution](#)

2143.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jdurie's solution](#)

2144.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[jdurie's solution](#)

2145.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[jdurie's solution](#)

2146.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jdurie's solution](#)

2147.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[jdurie's solution](#)

2148.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[jdurie's solution](#)

2149.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jdurie's solution](#)

2150.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jdurie's solution](#)

2151.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

2152.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · Java 8 (first AC) · Tags: data structures, dp, greedy

[jdurie's solution](#)

2153.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[jdurie's solution](#)

2154.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[jdurie's solution](#)

2155.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

2156.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jdurie's solution](#)

2157.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: dp, greedy, math

[jdurie's solution](#)

2158.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: binary search, greedy, sortings

[jdurie's solution](#)

2159.

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: data structures

[jdurie's solution](#)

2160.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: greedy, math

[jdurie's solution](#)

2161.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: brute force, math, sortings

[jdurie's solution](#)

2162.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

2163.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-08-03 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

2164.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

2165.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-31 · Java 8 (first AC) · Tags: binary search, brute force, data structures, sortings

[jdurie's solution](#)

2166.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-25 · Java 8 (first AC) · Tags: data structures, dp, implementation, two pointers

[jdurie's solution](#)

2167.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-07-10 · Java 8 (first AC) · Tags: dp, implementation

[jdurie's solution](#)

2168.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · Java 8 (first AC) · Tags: trees

[jdurie's solution](#)

2169.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: binary search, brute force, two pointers

[jdurie's solution](#)

2170.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-29 · Java 8 (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

2171.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-29 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

2172.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

2173.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · Java 8 (first AC) · Tags: greedy, math, sortings

[jdurie's solution](#)

2174.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[jdurie's solution](#)

2175.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · Java 8 (first AC) · Tags: brute force, data structures, sortings

[jdurie's solution](#)

2176.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: implementation, sortings

[jdurie's solution](#)

2177.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: graphs

[jdurie's solution](#)

2178.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2019-01-11 · Java 8 (first AC) · Tags: constructive algorithms, data structures, implementation

[jdurie's solution](#)

2179.

1099D

[Sum in the tree](#) · [Tutorial](#)

Quality: 1600 · first AC: 2019-01-05 · Java 8 (first AC) · Tags: constructive algorithms, trees

[jdurie's solution](#)

2180.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2018-12-31 · Java 8 (first AC) · Tags: combinatorics, data structures, implementation

[jdurie's solution](#)

2181.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: brute force, geometry

[jdurie's solution](#)

2182.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

2183.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

2184.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2018-12-19 · Java 8 (first AC) · Tags: data structures, dp, implementation, sortings

[jdurie's solution](#)

2185.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2018-12-15 · Java 8 (first AC) · Tags: binary search, greedy, sortings, two pointers

[jdurie's solution](#)

2186.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2018-12-07 · Java 8 (first AC) · Tags: number theory

[jdurie's solution](#)

2187.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-12-06 · Java 8 (first AC) · Tags: dp

[jdurie's solution](#)

2188.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

2189.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2018-11-16 · Java 8 (first AC) · Tags: dp, math, number theory

[jdurie's solution](#)

2190.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · Java 8 (first AC) · Tags: greedy, math

[jdurie's solution](#)

2191.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · Java 8 (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

2192.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

2193.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

2194.

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jdurie's solution](#)

2195.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jdurie's solution](#)

2196.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[jdurie's solution](#)

2197.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[jdurie's solution](#)

2198.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[jdurie's solution](#)

2199.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jdurie's solution](#)

2200.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[jdurie's solution](#)

2201.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[jdurie's solution](#)

2202.

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[jdurie's solution](#)

2203.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[jdurie's solution](#)

2204.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[jdurie's solution](#)

2205.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[jdurie's solution](#)

2206.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[jdurie's solution](#)

2207.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[jdurie's solution](#)

2208.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[jdurie's solution](#)

2209.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math
[jdurie's solution](#)

2210.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[jdurie's solution](#)**2211.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[jdurie's solution](#)**2212.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[jdurie's solution](#)**2213.**

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[jdurie's solution](#)**2214.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[jdurie's solution](#)**2215.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[jdurie's solution](#)**2216.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[jdurie's solution](#)**2217.**

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

[jdurie's solution](#)**2218.**

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

[jdurie's solution](#)**2219.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[jdurie's solution](#)

2220.

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

[jdurie's solution](#)

2221.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jdurie's solution](#)

2222.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[jdurie's solution](#)

2223.

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

[jdurie's solution](#)

2224.

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

[jdurie's solution](#)

2225.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[jdurie's solution](#)

2226.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[jdurie's solution](#)

2227.

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

[jdurie's solution](#)

2228.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[jdurie's solution](#)

2229.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[jdurie's solution](#)

2230.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[jdurie's solution](#)

2231.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[jdurie's solution](#)

2232.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[jdurie's solution](#)

2233.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2234.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[jdurie's solution](#)

2235.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jdurie's solution](#)

2236.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[jdurie's solution](#)

2237.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

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2238.

1879D

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2239.

1873H

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2240.

1868B1

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2241.

1681D

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2242.

1864D

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2243.

1849D

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2244.

1850H

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2245.

1735D

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2246.

1835A

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2247.

1743D

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2248.

1776F

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2249.

1833F

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2250.

1829H

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2251.

1826D

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2252.

1822F

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2253.

1822G1

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2254.

1814B

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2255.

1810D

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2256.

1798C

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2257.

1807F

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2258.

1777C

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1772E

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2260.

1783C

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2261.

1731D

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2262.

1731C

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2263.

1779D

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2264.

1770C

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1765D

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1760G

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1658C

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1722F

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1715C

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1714G

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1709D

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2272.

1706D1

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1579E2

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1699C

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1578H

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1700C

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1693B

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691D

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1692H

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2281.

1690F

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2282.

656B

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2283.

1684D

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2284.

1670D

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2285.

131E

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2286.

1672D

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2287.

919D

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2288.

1660F1

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1644D

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936A

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1628B

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2292.

1626C

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2293.

1625C

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2294.

1621C

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1619E

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2296.

1618E

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2297.

1608C

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2298.

1131F

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2299.

1611E1

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2300.

1543D1

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1279D

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1550C

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1554B

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1586C

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2305.

1516C

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2306.

1598D

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2307.

1594D

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2308.

1497E1

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2309.

1592C

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1580A

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2311.

1579F

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2312.

1538D

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2313.

1562D1

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1557C

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2315.

1551D1

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2316.

1537D

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960C

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2318.

1528B

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2319.

1512G

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2320.

1503B

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2321.

1491C

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2322.

1485C

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2323.

1006D

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2324.

1479A

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2325.

1476D

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2326.

1474C

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2327.

1473D

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2328.

1467B

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2329.

1472E

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1468D

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2331.

1468F

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Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory
[jdurie's solution](#)

2332.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[jdurie's solution](#)

2333.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[jdurie's solution](#)

2334.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[jdurie's solution](#)

2335.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[jdurie's solution](#)

2336.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[jdurie's solution](#)

2337.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[jdurie's solution](#)

2338.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[jdurie's solution](#)

2339.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[jdurie's solution](#)

2340.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2341.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jdurie's solution](#)

2342.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

2343.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jdurie's solution](#)

2344.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2019-07-31 · last AC: 2020-09-11 · Java 8 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[jdurie's solution](#)

2345.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[jdurie's solution](#)

2346.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jdurie's solution](#)

2347.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jdurie's solution](#)

2348.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jdurie's solution](#)

2349.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[jdurie's solution](#)

2350.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jdurie's solution](#)

2351.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jdurie's solution](#)

2352.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

2353.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[jdurie's solution](#)

2354.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jdurie's solution](#)

2355.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[jdurie's solution](#)

2356.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[jdurie's solution](#)

2357.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[jdurie's solution](#)

2358.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jdurie's solution](#)

2359.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[jdurie's solution](#)

2360.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dp, two pointers

[jdurie's solution](#)

2361.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

2362.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[jdurie's solution](#)

2363.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jdurie's solution](#)

2364.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[jdurie's solution](#)

2365.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jdurie's solution](#)

2366.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[jdurie's solution](#)

2367.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[jdurie's solution](#)

2368.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[jdurie's solution](#)

2369.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

2370.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

2371.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jdurie's solution](#)

2372.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[jdurie's solution](#)

2373.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

2374.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jdurie's solution](#)

2375.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jdurie's solution](#)

2376.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[jdurie's solution](#)

2377.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

2378.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

2379.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[jdurie's solution](#)

2380.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[jdurie's solution](#)

2381.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation
[jdurie's solution](#)

2382.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[jdurie's solution](#)

2383.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[jdurie's solution](#)

2384.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jdurie's solution](#)

2385.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: dp, shortest paths
[jdurie's solution](#)

2386.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: combinatorics, dp, math
[jdurie's solution](#)

2387.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy
[jdurie's solution](#)

2388.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: brute force, graphs, greedy
[jdurie's solution](#)

2389.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: math, number theory
[jdurie's solution](#)

2390.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · last AC: 2019-09-21 · Java 8 (first AC) · Tags: geometry, math
[jdurie's solution](#)

2391.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: games, greedy, math

[jdurie's solution](#)

2392.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[jdurie's solution](#)

2393.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force

[jdurie's solution](#)

2394.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2019-09-01 · Java 8 (first AC) · Tags: dp, graphs, shortest paths

[jdurie's solution](#)

2395.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[jdurie's solution](#)

2396.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: dp, graphs, greedy, shortest paths

[jdurie's solution](#)

2397.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: binary search, greedy, implementation, two pointers

[jdurie's solution](#)

2398.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2019-08-11 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs

[jdurie's solution](#)

2399.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-08 · Java 8 (first AC) · Tags: brute force, dp, shortest paths

[jdurie's solution](#)

2400.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · Java 8 (first AC) · Tags: games, math

[jdurie's solution](#)

2401.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-20 · Java 8 (first AC) · Tags: implementation, math

[jdurie's solution](#)

2402.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-13 · Java 8 (first AC) · Tags: data structures, greedy, strings

[jdurie's solution](#)

2403.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-11 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[jdurie's solution](#)

2404.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[jdurie's solution](#)

2405.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: binary search, greedy

[jdurie's solution](#)

2406.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

2407.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · Java 8 (first AC) · Tags: binary search, data structures, greedy

[jdurie's solution](#)

2408.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: bitmasks, graphs, interactive

[jdurie's solution](#)

2409.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2019-04-17 · Java 8 (first AC) · Tags: dp

[jdurie's solution](#)

2410.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · Java 8 (first AC) · Tags: greedy, strings

[jdurie's solution](#)

2411.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2019-04-05 · Java 8 (first AC) · Tags: dfs and similar, graphs

[jdurie's solution](#)

2412.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: brute force, math

[jdurie's solution](#)

2413.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

2414.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · Java 8 (first AC) · Tags: brute force

[jdurie's solution](#)

2415.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · Java 8 (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

2416.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2019-02-24 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[jdurie's solution](#)

2417.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

2418.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

2419.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2019-02-15 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[jdurie's solution](#)

2420.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · Java 8 (first AC) · Tags: binary search, brute force, divide and conquer, math

[jdurie's solution](#)

2421.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2018-12-31 · Java 8 (first AC) · Tags: dp, implementation

[jdurie's solution](#)

2422.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

2423.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: implementation, trees

[jdurie's solution](#)

2424.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2018-12-16 · Java 8 (first AC) · Tags: greedy, strings

[jdurie's solution](#)

2425.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-12-07 · Java 8 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[jdurie's solution](#)

2426.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2018-12-05 · Java 8 (first AC) · Tags: dp, implementation, two pointers

[jdurie's solution](#)

2427.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2018-12-04 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jdurie's solution](#)

2428.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2018-11-20 · Java 8 (first AC) · Tags: data structures, dp, greedy, implementation

[jdurie's solution](#)

2429.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[jdurie's solution](#)

2430.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[jdurie's solution](#)

2431.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[jdurie's solution](#)

2432.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

2433.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

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2434.

2101B

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2435.

2092D

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2436.

2081A

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2437.

2071D1

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Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

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2438.

2069D

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2439.

2032D

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Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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2440.

2033F

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Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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2441.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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2442.

2025D

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Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

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2443.

2022C

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Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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2444.

2020D

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Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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2445.

2014E

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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
[jdurie's solution](#)

2446.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
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2447.

2008G

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Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
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2448.

1990D

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Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
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2449.

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
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2450.

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
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2451.

1981C

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Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
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2452.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
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2453.

1974E

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Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
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2454.

1968F

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Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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2455.

1955F

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Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules
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2456.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
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2457.

1935D

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Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math
[jdurie's solution](#)

2458.

1935C

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Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
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2459.

1923D

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[jdurie's solution](#)

2460.

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
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2461.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
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2462.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
[jdurie's solution](#)

2463.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
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2464.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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2465.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[jdurie's solution](#)

2466.

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

[jdurie's solution](#)

2467.

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[jdurie's solution](#)

2468.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[jdurie's solution](#)

2469.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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2470.

1862F

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Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

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2471.

1856E1

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[jdurie's solution](#)

2472.

1859D

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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

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2473.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

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2474.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[jdurie's solution](#)

2475.

1852A

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
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2476.

1848C

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Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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2477.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
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2478.

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
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2479.

1845D

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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
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2480.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
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2481.

1841C

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings
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2482.

1833G

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Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
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2483.

1824B1

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Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
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2484.

1805D

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Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
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2485.

1809D

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Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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2486.

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
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2487.

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
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2488.

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
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2489.

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
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2490.

1768D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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2491.

1759F

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Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
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2492.

1750D

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Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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2493.

1732C1

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Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
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2494.

1734D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
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2495.

1728D

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Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

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2496.

1729E

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Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

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2497.

1725H

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Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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2498.

1725M

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Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

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2499.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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2500.

1718A1

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

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2501.

1720D1

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Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

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2502.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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2503.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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2504.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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2505.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[jdurie's solution](#)

2506.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math

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2507.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

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2508.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2509.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[jdurie's solution](#)

2510.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[jdurie's solution](#)

2511.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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2512.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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2513.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jdurie's solution](#)

2514.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jdurie's solution](#)

2515.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[jdurie's solution](#)

2516.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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2517.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[jdurie's solution](#)

2518.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[jdurie's solution](#)

2519.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[jdurie's solution](#)

2520.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jdurie's solution](#)

2521.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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2522.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[jdurie's solution](#)

2523.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[jdurie's solution](#)

2524.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[jdurie's solution](#)

2525.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[jdurie's solution](#)

2526.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[jdurie's solution](#)

2527.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

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2528.

1586D

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2529.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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2530.

1575D

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2531.

1572A

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Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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2532.

1517D

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2533.

1560E

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2534.

1556D

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2535.

1556C

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2536.

1548B

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2537.

1552D

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2538.

1552C

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2539.

794C

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[jdurie's solution](#)

2540.

1534D

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Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[jdurie's solution](#)

2541.

1500A

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[jdurie's solution](#)

2542.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

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2543.

1491D

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[jdurie's solution](#)

2544.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[jdurie's solution](#)

2545.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[jdurie's solution](#)

2546.

221D

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Rating: 1800 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jdurie's solution](#)

2547.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[jdurie's solution](#)

2548.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[jdurie's solution](#)

2549.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jdurie's solution](#)

2550.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[jdurie's solution](#)

2551.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[jdurie's solution](#)

2552.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[jdurie's solution](#)

2553.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

2554.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[jdurie's solution](#)

2555.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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2556.

1437C

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2557.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[jdurie's solution](#)

2558.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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2559.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[jdurie's solution](#)

2560.

883K

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Quality: 1,216 global accepts · Rating: 1800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[jdurie's solution](#)

2561.

883H

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Quality: 1,783 global accepts · Rating: 1800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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2562.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings
[jdurie's solution](#)

2563.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[jdurie's solution](#)

2564.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[jdurie's solution](#)

2565.

1396B

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Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[jdurie's solution](#)

2566.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[jdurie's solution](#)

2567.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[jdurie's solution](#)

2568.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[jdurie's solution](#)

2569.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jdurie's solution](#)

2570.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[jdurie's solution](#)

2571.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jdurie's solution](#)

2572.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[jdurie's solution](#)

2573.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[jdurie's solution](#)

2574.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[jdurie's solution](#)

2575.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[jdurie's solution](#)

2576.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jdurie's solution](#)

2577.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[jdurie's solution](#)

2578.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

2579.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[jdurie's solution](#)

2580.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[jdurie's solution](#)

2581.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[jdurie's solution](#)

2582.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jdurie's solution](#)

2583.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

2584.

983B

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Quality: 6,307 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2585.

1304D

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Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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2586.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

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2587.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[jdurie's solution](#)

2588.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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2589.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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2590.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

2591.

1283D

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Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[jdurie's solution](#)

2592.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jdurie's solution](#)

2593.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[jdurie's solution](#)

2594.

1250J

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Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[jdurie's solution](#)

2595.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jdurie's solution](#)

2596.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[jdurie's solution](#)

2597.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

2598.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[jdurie's solution](#)

2599.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-25 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

2600.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

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2601.

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: dp

[jdurie's solution](#)

2602.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[jdurie's solution](#)

2603.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2604.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: combinatorics

[jdurie's solution](#)

2605.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2019-07-31 · Java 8 (first AC) · Tags: string suffix structures, strings

[jdurie's solution](#)

2606.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: dp, greedy

[jdurie's solution](#)

2607.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[jdurie's solution](#)

2608.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · Java 8 (first AC) · Tags: games

[jdurie's solution](#)

2609.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-07-10 · Java 8 (first AC) · Tags: constructive algorithms, hashing, strings

[jdurie's solution](#)

2610.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2019-07-06 · Java 8 (first AC) · Tags: data structures, strings

[jdurie's solution](#)

2611.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

2612.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2613.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2019-06-11 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[jdurie's solution](#)

2614.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy, sortings

[jdurie's solution](#)

2615.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · Java 8 (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

2616.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: data structures, implementation, sortings

[jdurie's solution](#)

2617.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings

[jdurie's solution](#)

2618.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-20 · Java 8 (first AC) · Tags: greedy

[jdurie's solution](#)

2619.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: brute force, greedy, math, strings

[jdurie's solution](#)

2620.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

2621.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2019-02-13 · Java 8 (first AC) · Tags: dfs and similar, dp, greedy, trees

[jdurie's solution](#)

2622.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · Java 8 (first AC) · Tags: dp, implementation, math, number theory

[jdurie's solution](#)

2623.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

2624.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2018-12-16 · Java 8 (first AC) · Tags: brute force, combinatorics

[jdurie's solution](#)

2625.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2018-12-06 · Java 8 (first AC) · Tags: data structures, dsu, implementation, trees

[jdurie's solution](#)

2626.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2018-11-08 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[jdurie's solution](#)

2627.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · Java 8 (first AC) · Tags: geometry

[jdurie's solution](#)

2628.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[jdurie's solution](#)

2629.

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory
[jdurie's solution](#)

2630.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[jdurie's solution](#)

2631.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[jdurie's solution](#)

2632.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[jdurie's solution](#)

2633.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[jdurie's solution](#)

2634.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[jdurie's solution](#)

2635.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[jdurie's solution](#)

2636.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

2637.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[jdurie's solution](#)

2638.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[jdurie's solution](#)

2639.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[jdurie's solution](#)

2640.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[jdurie's solution](#)

2641.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[jdurie's solution](#)

2642.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[jdurie's solution](#)

2643.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[jdurie's solution](#)

2644.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[jdurie's solution](#)

2645.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[jdurie's solution](#)

2646.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[jdurie's solution](#)

2647.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[jdurie's solution](#)

2648.

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

[jdurie's solution](#)

2649.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[jdurie's solution](#)

2650.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

2651.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[jdurie's solution](#)

2652.

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

[jdurie's solution](#)

2653.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[jdurie's solution](#)

2654.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[jdurie's solution](#)

2655.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[jdurie's solution](#)

2656.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[jdurie's solution](#)

2657.

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

[jdurie's solution](#)

2658.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[jdurie's solution](#)

2659.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[jdurie's solution](#)

2660.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[jdurie's solution](#)

2661.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[jdurie's solution](#)

2662.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[jdurie's solution](#)

2663.

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

[jdurie's solution](#)

2664.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[jdurie's solution](#)

2665.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[jdurie's solution](#)

2666.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[jdurie's solution](#)

2667.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[jdurie's solution](#)

2668.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[jdurie's solution](#)

2669.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[jdurie's solution](#)

2670.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[jdurie's solution](#)

2671.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

2672.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[jdurie's solution](#)

2673.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[jdurie's solution](#)

2674.

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

[jdurie's solution](#)

2675.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[jdurie's solution](#)

2676.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[jdurie's solution](#)

2677.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[jdurie's solution](#)

2678.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[jdurie's solution](#)

2679.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[jdurie's solution](#)

2680.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[jdurie's solution](#)

2681.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[jdurie's solution](#)

2682.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[jdurie's solution](#)

2683.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[jdurie's solution](#)

2684.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[jdurie's solution](#)

2685.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[jdurie's solution](#)

2686.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu,

shortest paths, sortings, trees, two pointers

[jdurie's solution](#)

2687.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[jdurie's solution](#)

2688.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[jdurie's solution](#)

2689.

1887A2

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

Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[jdurie's solution](#)

2690.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[jdurie's solution](#)

2691.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

2692.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

2693.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[jdurie's solution](#)

2694.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[jdurie's solution](#)

2695.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[jdurie's solution](#)

2696.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

implementation, sortings

[jdurie's solution](#)

2697.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[jdurie's solution](#)

2698.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[jdurie's solution](#)

2699.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[jdurie's solution](#)

2700.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[jdurie's solution](#)

2701.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[jdurie's solution](#)

2702.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[jdurie's solution](#)

2703.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[jdurie's solution](#)

2704.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[jdurie's solution](#)

2705.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[jdurie's solution](#)

2706.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[jdurie's solution](#)

2707.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jdurie's solution](#)

2708.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[jdurie's solution](#)

2709.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[jdurie's solution](#)

2710.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[jdurie's solution](#)

2711.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[jdurie's solution](#)

2712.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

2713.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jdurie's solution](#)

2714.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[jdurie's solution](#)

2715.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[jdurie's solution](#)

2716.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jdurie's solution](#)

2717.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[jdurie's solution](#)

2718.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[jdurie's solution](#)

2719.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[jdurie's solution](#)

2720.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[jdurie's solution](#)

2721.

1701D

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

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2722.

1696D

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2723.

1700D

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2724.

1697D

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2725.

1689D

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2726.

656A

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2727.

1679D

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2728.

1673D

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2729.

982D

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2730.

1656D

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2731.

1647D

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2732.

1651D

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2733.

1650E

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2734.

1627D

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2735.

1624G

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2736.

1620E

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2737.

103433B

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[jdurie's solution](#)

2738.

1591D

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2739.

1613D

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2740.

1611E2

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2741.

1543C

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2742.

1527B2

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Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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2743.

930C

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2744.

1601B

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2745.

1593D2

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2746.

1036C

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2747.

1029D

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2748.

1547F

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2749.

1569D

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2750.

1560F1

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2751.

1494C

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2752.

1545B

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2753.

1060D

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2754.

1508A

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2755.

1512F

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2756.

1483B

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2757.

1492D

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2758.

1486C2

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2759.

1490G

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2760.

1479B1

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2761.

1475G

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2762.

1475F

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2763.

1467C

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2764.

1470B

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2765.

1463D

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2766.

1453D

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2767.

1439A2

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2768.

1360G

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2769.

1434A

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2770.

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

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2771.

1436D

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2772.

1423B

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2773.

1421D

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2774.

883G

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883I

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2776.

1428D

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2777.

1089F

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2778.

1430E

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2779.

20C

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2780.

1404B

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2781.

257D

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2782.

935D

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2783.

1400D

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1328E

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2785.

25D

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2786.

1294E

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2787.

1303D

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2788.

1383B

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2789.

1375D

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2790.

1371E1

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2791.

1369D

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Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

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2792.

1307D

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2793.

1367E

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2794.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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2795.

1365E

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2796.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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2797.

1305D

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2798.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

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2799.

1342D

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2800.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2801.

1012B

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2802.

1354D

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Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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2803.

1348D

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2804.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[jdurie's solution](#)

2805.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[jdurie's solution](#)

2806.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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2807.

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[jdurie's solution](#)

2808.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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2809.

1260D

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2810.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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2811.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, strings

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2812.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: data structures, trees

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2813.

1228D

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Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

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2814.

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: binary search, brute force, math

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2815.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: bitmasks, math, number theory

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2816.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: dfs and similar, dp, flows, hashing

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2817.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: brute force, constructive algorithms

[jdurie's solution](#)

2818.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: binary search, data structures, greedy, implementation

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2819.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: bitmasks, interactive, math

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2820.

1205B

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Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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2821.

191C

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Quality: 9,223 global accepts · Rating: 1900 · first AC: 2019-07-30 · last AC: 2019-08-09 · Java 8 (first AC) · Tags: data structures, dfs and similar, trees

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2822.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-08 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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2823.

343C

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Quality: 3,212 global accepts · Rating: 1900 · first AC: 2019-08-05 · Java 8 (first AC) · Tags: binary search, greedy, two pointers

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2824.

1184E1

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Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

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2825.

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-08-02 · Java 8 (first AC) · Tags: dp, sortings

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2826.

367B

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2019-07-31 · Java 8 (first AC) · Tags: binary search, data structures

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2827.

374C

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Quality: 3,014 global accepts · Rating: 1900 · first AC: 2019-07-29 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, implementation

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2828.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: dp, greedy, math

[jdurie's solution](#)

2829.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[jdurie's solution](#)

2830.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2019-07-06 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, implementation
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2831.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[jdurie's solution](#)

2832.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: brute force, two pointers
[jdurie's solution](#)

2833.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · Java 8 (first AC) · Tags: data structures, geometry, implementation, math
[jdurie's solution](#)

2834.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · Java 8 (first AC) · Tags: brute force, geometry
[jdurie's solution](#)

2835.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · Java 8 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[jdurie's solution](#)

2836.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[jdurie's solution](#)

2837.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-05 · Java 8 (first AC) · Tags: bitmasks, math, number theory, strings
[jdurie's solution](#)

2838.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
[jdurie's solution](#)

2839.

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2019-02-21 · Java 8 (first AC) · Tags: dfs and similar, dp, trees
[jdurie's solution](#)

2840.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2019-02-20 · Java 8 (first AC) · Tags: dp, dsu, trees

[jdurie's solution](#)

2841.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jdurie's solution](#)

2842.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[jdurie's solution](#)

2843.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · Java 8 (first AC) · Tags: implementation

[jdurie's solution](#)

2844.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2018-12-15 · Java 8 (first AC) · Tags: math, number theory

[jdurie's solution](#)

2845.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2018-12-12 · Java 8 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[jdurie's solution](#)

2846.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2018-12-12 · Java 8 (first AC) · Tags: divide and conquer, dp, greedy

[jdurie's solution](#)

2847.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2018-11-02 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

2848.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings

[jdurie's solution](#)

2849.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[jdurie's solution](#)

2850.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[jdurie's solution](#)

2851.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[jdurie's solution](#)

2852.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[jdurie's solution](#)

2853.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[jdurie's solution](#)

2854.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

2855.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jdurie's solution](#)

2856.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[jdurie's solution](#)

2857.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[jdurie's solution](#)

2858.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[jdurie's solution](#)

2859.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[jdurie's solution](#)

2860.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[jdurie's solution](#)

2861.

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

[jdurie's solution](#)

2862.

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

[jdurie's solution](#)

2863.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[jdurie's solution](#)

2864.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

2865.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 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

[jdurie's solution](#)

2866.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[jdurie's solution](#)

2867.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[jdurie's solution](#)

2868.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[jdurie's solution](#)

2869.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[jdurie's solution](#)

2870.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[jdurie's solution](#)

2871.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[jdurie's solution](#)

2872.

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

[jdurie's solution](#)

2873.

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

[jdurie's solution](#)

2874.

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

[jdurie's solution](#)

2875.

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

[jdurie's solution](#)

2876.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[jdurie's solution](#)

2877.

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

[jdurie's solution](#)

2878.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[jdurie's solution](#)

2879.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[jdurie's solution](#)

2880.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[jdurie's solution](#)

2881.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[jdurie's solution](#)

2882.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[jdurie's solution](#)

2883.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[jdurie's solution](#)

2884.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[jdurie's solution](#)

2885.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[jdurie's solution](#)

2886.

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

[jdurie's solution](#)

2887.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[jdurie's solution](#)

2888.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[jdurie's solution](#)

2889.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[jdurie's solution](#)

2890.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[jdurie's solution](#)

2891.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[jdurie's solution](#)

2892.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[jdurie's solution](#)

2893.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

2894.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[jdurie's solution](#)

2895.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[jdurie's solution](#)

2896.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[jdurie's solution](#)

2897.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[jdurie's solution](#)

2898.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[jdurie's solution](#)

2899.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[jdurie's solution](#)

2900.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[jdurie's solution](#)

2901.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers
[jdurie's solution](#)

2902.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jdurie's solution](#)

2903.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[jdurie's solution](#)

2904.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[jdurie's solution](#)

2905.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[jdurie's solution](#)

2906.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[jdurie's solution](#)

2907.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[jdurie's solution](#)

2908.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[jdurie's solution](#)

2909.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[jdurie's solution](#)

2910.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[jdurie's solution](#)

2911.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[jdurie's solution](#)

2912.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jdurie's solution](#)

2913.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: *special

[jdurie's solution](#)

2914.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: games

[jdurie's solution](#)

2915.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[jdurie's solution](#)

2916.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[jdurie's solution](#)

2917.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[jdurie's solution](#)

2918.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[jdurie's solution](#)

2919.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[jdurie's solution](#)

2920.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[jdurie's solution](#)

2921.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

2922.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[jdurie's solution](#)

2923.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[jdurie's solution](#)

2924.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jdurie's solution](#)

2925.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jdurie's solution](#)

2926.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[jdurie's solution](#)

2927.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[jdurie's solution](#)

2928.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[jdurie's solution](#)

2929.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jdurie's solution](#)

2930.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

2931.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

2932.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

2933.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[jdurie's solution](#)

2934.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[jdurie's solution](#)

2935.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[jdurie's solution](#)

2936.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[jdurie's solution](#)

2937.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[jdurie's solution](#)

2938.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[jdurie's solution](#)

2939.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[jdurie's solution](#)

2940.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[jdurie's solution](#)

2941.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[jdurie's solution](#)

2942.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[jdurie's solution](#)

2943.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[jdurie's solution](#)

2944.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[jdurie's solution](#)

2945.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[jdurie's solution](#)

2946.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[jdurie's solution](#)

2947.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[jdurie's solution](#)

2948.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[jdurie's solution](#)

2949.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

2950.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jdurie's solution](#)

2951.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
[jdurie's solution](#)

2952.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[jdurie's solution](#)

2953.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[jdurie's solution](#)

2954.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[jdurie's solution](#)

2955.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[jdurie's solution](#)

2956.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[jdurie's solution](#)

2957.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[jdurie's solution](#)

2958.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[jdurie's solution](#)

2959.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

2960.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2019-07-30 · last AC: 2020-10-09 · Java 8 (first AC) · Tags: bitmasks, data structures

[jdurie's solution](#)

2961.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[jdurie's solution](#)

2962.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[jdurie's solution](#)

2963.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[jdurie's solution](#)

2964.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

2965.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[jdurie's solution](#)

2966.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

2967.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[jdurie's solution](#)

2968.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

2969.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jdurie's solution](#)

2970.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[jdurie's solution](#)

2971.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[jdurie's solution](#)

2972.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[jdurie's solution](#)

2973.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[jdurie's solution](#)

2974.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[jdurie's solution](#)

2975.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[jdurie's solution](#)

2976.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[jdurie's solution](#)

2977.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[jdurie's solution](#)

2978.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[jdurie's solution](#)

2979.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jdurie's solution](#)

2980.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jdurie's solution](#)

2981.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jdurie's solution](#)

2982.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[jdurie's solution](#)

2983.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings

[jdurie's solution](#)

2984.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jdurie's solution](#)

2985.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[jdurie's solution](#)

2986.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[jdurie's solution](#)

2987.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[jdurie's solution](#)

2988.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jdurie's solution](#)

2989.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

2990.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jdurie's solution](#)

2991.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[jdurie's solution](#)

2992.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[jdurie's solution](#)

2993.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[jdurie's solution](#)

2994.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[jdurie's solution](#)

2995.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jdurie's solution](#)

2996.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2019-10-22 · Java 8 (first AC) · Tags: dfs and similar, graphs

[jdurie's solution](#)

2997.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[jdurie's solution](#)

2998.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[jdurie's solution](#)

2999.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · Java 8 (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

3000.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: dp, two pointers

[jdurie's solution](#)

3001.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

3002.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[jdurie's solution](#)

3003.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[jdurie's solution](#)

3004.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: dsu, graphs, shortest paths

[jdurie's solution](#)

3005.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: brute force, greedy, strings

[jdurie's solution](#)

3006.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2019-08-09 · Java 8 (first AC) · Tags: graphs, greedy, shortest paths

[jdurie's solution](#)

3007.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-03 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[jdurie's solution](#)

3008.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2019-08-02 · Java 8 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[jdurie's solution](#)

3009.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2019-07-19 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[jdurie's solution](#)

3010.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

3011.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · Java 8 (first AC) · Tags: brute force, implementation

[jdurie's solution](#)

3012.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2019-03-01 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[jdurie's solution](#)

3013.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2019-02-22 · last AC: 2019-02-22 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[jdurie's solution](#)

3014.

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2019-02-03 · Java 8 (first AC) · Tags: math

[jdurie's solution](#)

3015.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2019-01-11 · Java 8 (first AC) · Tags: graphs, greedy, sortings

[jdurie's solution](#)

3016.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[jdurie's solution](#)

3017.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[jdurie's solution](#)

3018.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[jdurie's solution](#)

3019.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[jdurie's solution](#)

3020.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[jdurie's solution](#)

3021.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[jdurie's solution](#)

3022.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[jdurie's solution](#)

3023.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[jdurie's solution](#)

3024.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[jdurie's solution](#)

3025.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[jdurie's solution](#)

3026.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[jdurie's solution](#)

3027.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[jdurie's solution](#)

3028.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[jdurie's solution](#)

3029.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[jdurie's solution](#)

3030.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[jdurie's solution](#)

3031.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs,

greedy, shortest paths

[jdurie's solution](#)

3032.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[jdurie's solution](#)

3033.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[jdurie's solution](#)

3034.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[jdurie's solution](#)

3035.

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

[jdurie's solution](#)

3036.

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

[jdurie's solution](#)

3037.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3038.

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

[jdurie's solution](#)

3039.

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

[jdurie's solution](#)

3040.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[jdurie's solution](#)

3041.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3042.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[jdurie's solution](#)

3043.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[jdurie's solution](#)

3044.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[jdurie's solution](#)

3045.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[jdurie's solution](#)

3046.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[jdurie's solution](#)

3047.

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

[jdurie's solution](#)

3048.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[jdurie's solution](#)

3049.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[jdurie's solution](#)

3050.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[jdurie's solution](#)

3051.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[jdurie's solution](#)

3052.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[jdurie's solution](#)

3053.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[jdurie's solution](#)

3054.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[jdurie's solution](#)

3055.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[jdurie's solution](#)

3056.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[jdurie's solution](#)

3057.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[jdurie's solution](#)

3058.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[jdurie's solution](#)

3059.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3060.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[jdurie's solution](#)

3061.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2020-10-28 · last AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[jdurie's solution](#)

3062.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[jdurie's solution](#)

3063.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jdurie's solution](#)

3064.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[jdurie's solution](#)

3065.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

3066.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[jdurie's solution](#)

3067.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[jdurie's solution](#)

3068.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[jdurie's solution](#)

3069.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jdurie's solution](#)

3070.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[jdurie's solution](#)

3071.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[jdurie's solution](#)

3072.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[jdurie's solution](#)

3073.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jdurie's solution](#)

3074.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

3075.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[jdurie's solution](#)

3076.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[jdurie's solution](#)

3077.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[jdurie's solution](#)

3078.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[jdurie's solution](#)

3079.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3080.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[jdurie's solution](#)

3081.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[jdurie's solution](#)

3082.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[jdurie's solution](#)

3083.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[jdurie's solution](#)

3084.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[jdurie's solution](#)

3085.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[jdurie's solution](#)

3086.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[jdurie's solution](#)

3087.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

3088.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[jdurie's solution](#)

3089.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[jdurie's solution](#)

3090.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[jdurie's solution](#)

3091.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3092.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[jdurie's solution](#)

3093.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[jdurie's solution](#)

3094.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jdurie's solution](#)

3095.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[jdurie's solution](#)

3096.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[jdurie's solution](#)

3097.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[jdurie's solution](#)

3098.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[jdurie's solution](#)

3099.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[jdurie's solution](#)

3100.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[jdurie's solution](#)

3101.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[jdurie's solution](#)

3102.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy
[jdurie's solution](#)

3103.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[jdurie's solution](#)

3104.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[jdurie's solution](#)

3105.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[jdurie's solution](#)

3106.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[jdurie's solution](#)

3107.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[jdurie's solution](#)

3108.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
[jdurie's solution](#)

3109.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[jdurie's solution](#)

3110.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[jdurie's solution](#)

3111.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees
[jdurie's solution](#)

3112.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[jdurie's solution](#)

3113.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[jdurie's solution](#)

3114.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[jdurie's solution](#)

3115.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[jdurie's solution](#)

3116.

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[jdurie's solution](#)

3117.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[jdurie's solution](#)

3118.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[jdurie's solution](#)

3119.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[jdurie's solution](#)

3120.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[jdurie's solution](#)

3121.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[jdurie's solution](#)

3122.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[jdurie's solution](#)

3123.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[jdurie's solution](#)

3124.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[jdurie's solution](#)

3125.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar
[jdurie's solution](#)

3126.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[jdurie's solution](#)

3127.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
[jdurie's solution](#)

3128.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[jdurie's solution](#)

3129.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[jdurie's solution](#)

3130.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[jdurie's solution](#)

3131.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[jdurie's solution](#)

3132.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[jdurie's solution](#)

3133.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2019-03-22 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[jdurie's solution](#)

3134.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[jdurie's solution](#)

3135.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

3136.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[jdurie's solution](#)

3137.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jdurie's solution](#)

3138.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[jdurie's solution](#)

3139.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jdurie's solution](#)

3140.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[jdurie's solution](#)

3141.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[jdurie's solution](#)

3142.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[jdurie's solution](#)

3143.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[jdurie's solution](#)

3144.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[jdurie's solution](#)

3145.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[jdurie's solution](#)

3146.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[jdurie's solution](#)

3147.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[jdurie's solution](#)

3148.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[jdurie's solution](#)

3149.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[jdurie's solution](#)

3150.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[jdurie's solution](#)

3151.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[jdurie's solution](#)

3152.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2019-08-24 · last AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[jdurie's solution](#)

3153.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[jdurie's solution](#)

3154.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[jdurie's solution](#)

3155.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: data structures, implementation

[jdurie's solution](#)

3156.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-09 · Java 8 (first AC) · Tags: data structures

[jdurie's solution](#)

3157.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-09 · Java 8 (first AC) · Tags: data structures, math, matrices

[jdurie's solution](#)

3158.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jdurie's solution](#)

3159.

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2019-09-01 · Java 8 (first AC) · Tags: flows, graph matchings, number theory

[jdurie's solution](#)

3160.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[jdurie's solution](#)

3161.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-08-29 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees

[jdurie's solution](#)

3162.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2019-08-21 · Java 8 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[jdurie's solution](#)

3163.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: data structures, greedy, math, strings
[jdurie's solution](#)

3164.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: greedy
[jdurie's solution](#)

3165.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2019-08-12 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[jdurie's solution](#)

3166.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: binary search, dp, greedy, implementation
[jdurie's solution](#)

3167.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[jdurie's solution](#)

3168.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-08-03 · Java 8 (first AC) · Tags: brute force, number theory
[jdurie's solution](#)

3169.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2019-07-06 · Java 8 (first AC) · Tags: binary search, math, sortings, two pointers
[jdurie's solution](#)

3170.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: dfs and similar, dp, trees
[jdurie's solution](#)

3171.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-20 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp
[jdurie's solution](#)

3172.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[jdurie's solution](#)

3173.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · Java 8 (first AC) · Tags: dp, greedy, trees

[jdurie's solution](#)

3174.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · Java 8 (first AC) · Tags: dfs and similar, math, number theory

[jdurie's solution](#)

3175.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[jdurie's solution](#)

3176.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2019-02-20 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[jdurie's solution](#)

3177.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-01-02 · Java 8 (first AC) · Tags: combinatorics, dp

[jdurie's solution](#)

3178.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[jdurie's solution](#)

3179.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[jdurie's solution](#)

3180.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[jdurie's solution](#)

3181.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[jdurie's solution](#)

3182.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[jdurie's solution](#)

3183.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[jdurie's solution](#)

3184.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[jdurie's solution](#)

3185.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[jdurie's solution](#)

3186.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3187.

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++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[jdurie's solution](#)

3188.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[jdurie's solution](#)

3189.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[jdurie's solution](#)

3190.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[jdurie's solution](#)

3191.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[jdurie's solution](#)

3192.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[jdurie's solution](#)

3193.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

3194.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[jdurie's solution](#)

3195.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[jdurie's solution](#)

3196.

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
[jdurie's solution](#)

3197.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[jdurie's solution](#)

3198.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[jdurie's solution](#)

3199.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[jdurie's solution](#)

3200.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[jdurie's solution](#)

3201.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[jdurie's solution](#)

3202.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[jdurie's solution](#)

3203.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[jdurie's solution](#)

3204.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[jdurie's solution](#)

3205.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[jdurie's solution](#)

3206.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[jdurie's solution](#)

3207.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jdurie's solution](#)

3208.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jdurie's solution](#)

3209.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3210.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[jdurie's solution](#)

3211.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[jdurie's solution](#)

3212.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[jdurie's solution](#)

3213.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and

conquer, dp, implementation

[jdurie's solution](#)

3214.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[jdurie's solution](#)

3215.

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

[jdurie's solution](#)

3216.

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

[jdurie's solution](#)

3217.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[jdurie's solution](#)

3218.

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

[jdurie's solution](#)

3219.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[jdurie's solution](#)

3220.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[jdurie's solution](#)

3221.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[jdurie's solution](#)

3222.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[jdurie's solution](#)

3223.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[jdurie's solution](#)

3224.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[jdurie's solution](#)

3225.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[jdurie's solution](#)

3226.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[jdurie's solution](#)

3227.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jdurie's solution](#)

3228.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[jdurie's solution](#)

3229.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[jdurie's solution](#)

3230.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[jdurie's solution](#)

3231.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[jdurie's solution](#)

3232.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[jdurie's solution](#)

3233.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[jdurie's solution](#)

3234.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[jdurie's solution](#)

3235.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[jdurie's solution](#)

3236.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[jdurie's solution](#)

3237.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[jdurie's solution](#)

3238.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[jdurie's solution](#)

3239.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[jdurie's solution](#)

3240.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[jdurie's solution](#)

3241.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[jdurie's solution](#)

3242.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[jdurie's solution](#)

3243.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[jdurie's solution](#)

3244.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[jdurie's solution](#)

3245.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[jdurie's solution](#)

3246.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[jdurie's solution](#)

3247.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[jdurie's solution](#)

3248.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[jdurie's solution](#)

3249.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[jdurie's solution](#)

3250.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[jdurie's solution](#)

3251.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[jdurie's solution](#)

3252.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[jdurie's solution](#)

3253.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[jdurie's solution](#)

3254.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[jdurie's solution](#)

3255.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[jdurie's solution](#)

3256.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jdurie's solution](#)

3257.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[jdurie's solution](#)

3258.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[jdurie's solution](#)

3259.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[jdurie's solution](#)

3260.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[jdurie's solution](#)

3261.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[jdurie's solution](#)

3262.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jdurie's solution](#)

3263.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[jdurie's solution](#)

3264.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[jdurie's solution](#)

3265.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math
[jdurie's solution](#)

3266.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[jdurie's solution](#)

3267.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[jdurie's solution](#)

3268.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[jdurie's solution](#)

3269.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[jdurie's solution](#)

3270.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[jdurie's solution](#)

3271.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[jdurie's solution](#)

3272.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[jdurie's solution](#)

3273.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3274.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[jdurie's solution](#)

3275.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[jdurie's solution](#)

3276.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[jdurie's solution](#)

3277.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3278.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jdurie's solution](#)

3279.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[jdurie's solution](#)

3280.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jdurie's solution](#)

3281.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[jdurie's solution](#)

3282.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jdurie's solution](#)

3283.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jdurie's solution](#)

3284.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[jdurie's solution](#)

3285.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[jdurie's solution](#)

3286.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[jdurie's solution](#)

3287.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

3288.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[jdurie's solution](#)

3289.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[jdurie's solution](#)

3290.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jdurie's solution](#)

3291.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[jdurie's solution](#)

3292.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[jdurie's solution](#)

3293.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[jdurie's solution](#)

3294.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[jdurie's solution](#)

3295.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jdurie's solution](#)

3296.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[jdurie's solution](#)

3297.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[jdurie's solution](#)

3298.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[jdurie's solution](#)

3299.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: binary search, math

[jdurie's solution](#)

3300.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[jdurie's solution](#)

3301.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2019-08-21 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[jdurie's solution](#)

3302.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2019-08-12 · Java 8 (first AC) · Tags: bitmasks, data structures, trees

[jdurie's solution](#)

3303.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · Java 8 (first AC) · Tags: binary search, brute force, interactive
[jdurie's solution](#)

3304.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, dp
[jdurie's solution](#)

3305.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[jdurie's solution](#)

3306.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[jdurie's solution](#)

3307.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[jdurie's solution](#)

3308.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[jdurie's solution](#)

3309.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[jdurie's solution](#)

3310.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[jdurie's solution](#)

3311.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[jdurie's solution](#)

3312.

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
[jdurie's solution](#)

3313.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[jdurie's solution](#)

3314.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[jdurie's solution](#)

3315.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[jdurie's solution](#)

3316.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[jdurie's solution](#)

3317.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3318.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[jdurie's solution](#)

3319.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[jdurie's solution](#)

3320.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[jdurie's solution](#)

3321.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[jdurie's solution](#)

3322.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[jdurie's solution](#)

3323.

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

[jdurie's solution](#)

3324.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3325.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jdurie's solution](#)

3326.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[jdurie's solution](#)

3327.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[jdurie's solution](#)

3328.

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

[jdurie's solution](#)

3329.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[jdurie's solution](#)

3330.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[jdurie's solution](#)

3331.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[jdurie's solution](#)

3332.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jdurie's solution](#)

3333.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

greedy, trees

[jdurie's solution](#)

3334.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[jdurie's solution](#)

3335.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · 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

[jdurie's solution](#)

3336.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[jdurie's solution](#)

3337.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[jdurie's solution](#)

3338.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[jdurie's solution](#)

3339.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[jdurie's solution](#)

3340.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[jdurie's solution](#)

3341.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[jdurie's solution](#)

3342.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[jdurie's solution](#)

3343.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[jdurie's solution](#)

3344.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[jdurie's solution](#)

3345.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[jdurie's solution](#)

3346.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[jdurie's solution](#)

3347.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jdurie's solution](#)

3348.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jdurie's solution](#)

3349.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[jdurie's solution](#)

3350.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[jdurie's solution](#)

3351.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[jdurie's solution](#)

3352.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[jdurie's solution](#)

3353.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[jdurie's solution](#)

3354.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[jdurie's solution](#)

3355.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[jdurie's solution](#)

3356.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[jdurie's solution](#)

3357.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[jdurie's solution](#)

3358.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[jdurie's solution](#)

3359.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[jdurie's solution](#)

3360.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[jdurie's solution](#)

3361.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[jdurie's solution](#)

3362.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[jdurie's solution](#)

3363.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[jdurie's solution](#)

3364.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[jdurie's solution](#)

3365.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[jdurie's solution](#)

3366.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[jdurie's solution](#)

3367.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[jdurie's solution](#)

3368.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[jdurie's solution](#)

3369.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3370.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[jdurie's solution](#)

3371.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[jdurie's solution](#)

3372.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[jdurie's solution](#)

3373.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[jdurie's solution](#)

3374.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[jdurie's solution](#)

3375.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[jdurie's solution](#)

3376.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[jdurie's solution](#)

3377.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[jdurie's solution](#)

3378.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[jdurie's solution](#)

3379.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[jdurie's solution](#)

3380.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[jdurie's solution](#)

3381.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[jdurie's solution](#)

3382.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[jdurie's solution](#)

3383.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jdurie's solution](#)

3384.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[jdurie's solution](#)

3385.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jdurie's solution](#)

3386.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

3387.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

3388.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[jdurie's solution](#)

3389.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jdurie's solution](#)

3390.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[jdurie's solution](#)

3391.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[jdurie's solution](#)

3392.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[jdurie's solution](#)

3393.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2020-08-28 · last AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[jdurie's solution](#)

3394.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[jdurie's solution](#)

3395.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[jdurie's solution](#)

3396.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[jdurie's solution](#)

3397.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[jdurie's solution](#)

3398.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[jdurie's solution](#)

3399.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[jdurie's solution](#)

3400.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[jdurie's solution](#)

3401.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[jdurie's solution](#)

3402.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[jdurie's solution](#)

3403.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[jdurie's solution](#)

3404.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation

[jdurie's solution](#)

3405.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3406.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · Java 8 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[jdurie's solution](#)

3407.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[jdurie's solution](#)

3408.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[jdurie's solution](#)

3409.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[jdurie's solution](#)

3410.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[jdurie's solution](#)

3411.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jdurie's solution](#)

3412.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3413.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[jdurie's solution](#)

3414.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[jdurie's solution](#)

3415.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jdurie's solution](#)

3416.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[jdurie's solution](#)

3417.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[jdurie's solution](#)

3418.

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

[jdurie's solution](#)

3419.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[jdurie's solution](#)

3420.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[jdurie's solution](#)

3421.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[jdurie's solution](#)

3422.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[jdurie's solution](#)

3423.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[jdurie's solution](#)

3424.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[jdurie's solution](#)

3425.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3426.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3427.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[jdurie's solution](#)

3428.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[jdurie's solution](#)

3429.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jdurie's solution](#)

3430.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[jdurie's solution](#)

3431.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[jdurie's solution](#)

3432.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[jdurie's solution](#)

3433.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[jdurie's solution](#)

3434.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[jdurie's solution](#)

3435.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[jdurie's solution](#)

3436.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[jdurie's solution](#)

3437.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[jdurie's solution](#)

3438.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[jdurie's solution](#)

3439.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[jdurie's solution](#)

3440.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[jdurie's solution](#)

3441.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[jdurie's solution](#)

3442.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, interactive

[jdurie's solution](#)

3443.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[jdurie's solution](#)

3444.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[jdurie's solution](#)

3445.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[jdurie's solution](#)

3446.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[jdurie's solution](#)

3447.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[jdurie's solution](#)

3448.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[jdurie's solution](#)

3449.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[jdurie's solution](#)

3450.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[jdurie's solution](#)

3451.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[jdurie's solution](#)

3452.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[jdurie's solution](#)

3453.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[jdurie's solution](#)

3454.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[jdurie's solution](#)

3455.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[jdurie's solution](#)

3456.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[jdurie's solution](#)

3457.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[jdurie's solution](#)

3458.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[jdurie's solution](#)

3459.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[jdurie's solution](#)

3460.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[jdurie's solution](#)

3461.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[jdurie's solution](#)

3462.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[jdurie's solution](#)

3463.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[jdurie's solution](#)

3464.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[jdurie's solution](#)

3465.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[jdurie's solution](#)

3466.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[jdurie's solution](#)

3467.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3468.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[jdurie's solution](#)

3469.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[jdurie's solution](#)

3470.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[jdurie's solution](#)

3471.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[jdurie's solution](#)

3472.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[jdurie's solution](#)

3473.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[jdurie's solution](#)

3474.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

3475.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: fft, geometry, number theory

[jdurie's solution](#)

3476.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[jdurie's solution](#)

3477.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[jdurie's solution](#)

3478.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[jdurie's solution](#)

3479.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[jdurie's solution](#)

3480.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[jdurie's solution](#)

3481.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · last AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jdurie's solution](#)

3482.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[jdurie's solution](#)

3483.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[jdurie's solution](#)

3484.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[jdurie's solution](#)

3485.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[jdurie's solution](#)

3486.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-08-31 · last AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[jdurie's solution](#)

3487.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[jdurie's solution](#)

3488.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[jdurie's solution](#)

3489.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[jdurie's solution](#)

3490.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[jdurie's solution](#)

3491.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[jdurie's solution](#)

3492.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[jdurie's solution](#)

3493.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[jdurie's solution](#)

3494.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

3495.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[jdurie's solution](#)

3496.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[jdurie's solution](#)

3497.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[jdurie's solution](#)

3498.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: implementation, interactive

[jdurie's solution](#)

3499.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

3500.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[jdurie's solution](#)

3501.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[jdurie's solution](#)

3502.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jdurie's solution](#)

3503.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[jdurie's solution](#)

3504.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[jdurie's solution](#)

3505.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[jdurie's solution](#)

3506.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[jdurie's solution](#)

3507.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[jdurie's solution](#)

3508.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[jdurie's solution](#)

3509.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jdurie's solution](#)

3510.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[jdurie's solution](#)

3511.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[jdurie's solution](#)

3512.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jdurie's solution](#)

3513.

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

[jdurie's solution](#)

3514.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[jdurie's solution](#)

3515.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[jdurie's solution](#)

3516.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

3517.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[jdurie's solution](#)

3518.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[jdurie's solution](#)

3519.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[jdurie's solution](#)

3520.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[jdurie's solution](#)

3521.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jdurie's solution](#)

3522.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[jdurie's solution](#)

3523.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[jdurie's solution](#)

3524.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[jdurie's solution](#)

3525.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[jdurie's solution](#)

3526.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[jdurie's solution](#)

3527.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[jdurie's solution](#)

3528.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[jdurie's solution](#)

3529.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[jdurie's solution](#)

3530.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[jdurie's solution](#)

3531.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[jdurie's solution](#)

3532.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[jdurie's solution](#)

3533.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[jdurie's solution](#)

3534.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[jdurie's solution](#)

3535.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[jdurie's solution](#)

3536.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[jdurie's solution](#)

3537.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[jdurie's solution](#)

3538.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[jdurie's solution](#)

3539.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[jdurie's solution](#)

3540.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[jdurie's solution](#)

3541.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[jdurie's solution](#)

3542.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jdurie's solution](#)

3543.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[jdurie's solution](#)

3544.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jdurie's solution](#)

3545.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games, implementation

[jdurie's solution](#)

3546.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[jdurie's solution](#)

3547.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[jdurie's solution](#)

3548.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[jdurie's solution](#)

3549.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[jdurie's solution](#)

3550.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[jdurie's solution](#)

3551.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[jdurie's solution](#)

3552.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[jdurie's solution](#)

3553.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[jdurie's solution](#)

3554.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[jdurie's solution](#)

3555.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[jdurie's solution](#)

3556.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[jdurie's solution](#)

3557.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[jdurie's solution](#)

3558.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jdurie's solution](#)

3559.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[jdurie's solution](#)

3560.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: games

[jdurie's solution](#)

3561.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[jdurie's solution](#)

3562.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[jdurie's solution](#)

3563.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[jdurie's solution](#)

3564.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[jdurie's solution](#)

3565.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[jdurie's solution](#)

3566.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[jdurie's solution](#)

3567.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[jdurie's solution](#)

3568.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[jdurie's solution](#)

3569.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[jdurie's solution](#)

3570.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices
[jdurie's solution](#)

3571.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[jdurie's solution](#)

3572.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[jdurie's solution](#)

3573.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[jdurie's solution](#)

3574.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[jdurie's solution](#)

3575.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees
[jdurie's solution](#)

3576.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[jdurie's solution](#)

3577.

1793E

[Velevin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[jdurie's solution](#)

3578.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[jdurie's solution](#)

3579.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[jdurie's solution](#)

3580.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[jdurie's solution](#)

3581.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[jdurie's solution](#)

3582.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[jdurie's solution](#)

3583.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[jdurie's solution](#)

3584.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[jdurie's solution](#)

3585.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[jdurie's solution](#)

3586.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[jdurie's solution](#)

3587.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[jdurie's solution](#)

3588.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[jdurie's solution](#)

3589.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[jdurie's solution](#)

3590.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[jdurie's solution](#)

3591.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[jdurie's solution](#)

3592.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[jdurie's solution](#)

3593.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[jdurie's solution](#)

3594.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[jdurie's solution](#)

3595.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[jdurie's solution](#)

3596.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[jdurie's solution](#)

3597.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[jdurie's solution](#)

3598.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[jdurie's solution](#)

3599.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-20 · last AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[jdurie's solution](#)

3600.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[jdurie's solution](#)

3601.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[jdurie's solution](#)

3602.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[jdurie's solution](#)

3603.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[jdurie's solution](#)

3604.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[jdurie's solution](#)

3605.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jdurie's solution](#)

3606.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[jdurie's solution](#)

3607.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[jdurie's solution](#)

3608.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings, two pointers

[jdurie's solution](#)

3609.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[jdurie's solution](#)

3610.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[jdurie's solution](#)

3611.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[jdurie's solution](#)

3612.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[jdurie's solution](#)

3613.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[jdurie's solution](#)

3614.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs

[jdurie's solution](#)

3615.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jdurie's solution](#)

3616.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[jdurie's solution](#)

3617.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[jdurie's solution](#)

3618.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[jdurie's solution](#)

3619.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[jdurie's solution](#)

3620.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jdurie's solution](#)

3621.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[jdurie's solution](#)

3622.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[jdurie's solution](#)

3623.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[jdurie's solution](#)

3624.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[jdurie's solution](#)

3625.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[jdurie's solution](#)

3626.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[jdurie's solution](#)

3627.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[jdurie's solution](#)

3628.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[jdurie's solution](#)

3629.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[jdurie's solution](#)

3630.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[jdurie's solution](#)

3631.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[jdurie's solution](#)

3632.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[jdurie's solution](#)

3633.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[jdurie's solution](#)

3634.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[jdurie's solution](#)

3635.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings
[jdurie's solution](#)

3636.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[jdurie's solution](#)

3637.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-02 · last AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[jdurie's solution](#)

3638.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[jdurie's solution](#)

3639.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[jdurie's solution](#)

3640.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, shortest paths
[jdurie's solution](#)

3641.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[jdurie's solution](#)

3642.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs
[jdurie's solution](#)

3643.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[jdurie's solution](#)

3644.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3645.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees
[jdurie's solution](#)

3646.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[jdurie's solution](#)

3647.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[jdurie's solution](#)

3648.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3649.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[jdurie's solution](#)

3650.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

interactive

[jdurie's solution](#)

3651.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[jdurie's solution](#)

3652.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[jdurie's solution](#)

3653.

106511H

[Bichromatic Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3654.

106511I

[Ant Colony Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3655.

106511L

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

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3656.

106511J

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3657.

106511K

[Some 3-SUMs](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3658.

106511G

[Median Solve Order](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3659.

106511D

[House Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3660.

106511F

[Manhattan Patrol](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3661.

106511B

[Six Seven](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3662.

106511A

[Favorite Phrase](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3663.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jdurie's solution](#)

3664.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[jdurie's solution](#)

3665.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[jdurie's solution](#)

3666.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[jdurie's solution](#)

3667.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[jdurie's solution](#)

3668.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[jdurie's solution](#)

3669.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[jdurie's solution](#)

3670.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3671.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3672.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3673.

106144G

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

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3674.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jdurie's solution](#)

3675.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3676.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: —

[jdurie's solution](#)

3677.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3678.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3679.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[jdurie's solution](#)

3680.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[jdurie's solution](#)

3681.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[jdurie's solution](#)

3682.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[jdurie's solution](#)

3683.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory
[jdurie's solution](#)

3684.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory
[jdurie's solution](#)

3685.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[jdurie's solution](#)

3686.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[jdurie's solution](#)

3687.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive
[jdurie's solution](#)

3688.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures
[jdurie's solution](#)

3689.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3690.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3691.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3692.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[jdurie's solution](#)

3693.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3694.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3695.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3696.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3697.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3698.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3699.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3700.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3701.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3702.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3703.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3704.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3705.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3706.

104633E

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

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3707.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3708.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3709.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3710.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3711.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3712.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3713.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3714.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3715.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3716.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3717.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3718.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3719.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[jdurie's solution](#)

3720.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[jdurie's solution](#)

3721.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[jdurie's solution](#)

3722.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[jdurie's solution](#)

3723.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[jdurie's solution](#)

3724.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[jdurie's solution](#)

3725.

101471A

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

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3726.

102511B

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

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3727.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3728.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3729.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3730.

103069A

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

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3731.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3732.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3733.

100026H

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3734.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3735.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3736.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3737.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3738.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3739.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3740.

104671I

[Phebe and Ryan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3741.

104671D

[Formless Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3742.

104671G

[Segment Tree Tutorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3743.

104671J

[Fox, Chicken, and Corn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3744.

104671F

[Subset AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3745.

104671B

[Starving](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3746.

104671H

[Cyclically Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3747.

104671E

[Cards in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3748.

104671C

[Destroy Columbia](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3749.

104671K

[Necro Fantasia by MISATO \[Lasse's Lunatic\] +DT 4miss 94.29 420pp](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3750.

104671A

[Maximize Meal Quality](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3751.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3752.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3753.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3754.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3755.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3756.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3757.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3758.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3759.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3760.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3761.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3762.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3763.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3764.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3765.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3766.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3767.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3768.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3769.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3770.

104160A

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

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3771.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3772.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3773.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3774.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3775.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3776.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3777.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3778.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3779.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3780.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[jdurie's solution](#)

3781.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3782.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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3783.

104252K

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3784.

104252L

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3785.

104252C

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3786.

104252A

[Asking for Money](#) · [Tutorial](#)

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[jdurie's solution](#)

3787.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3788.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3789.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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3790.

104252I

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Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3791.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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3792.

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3793.

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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3794.

104412M

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Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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3795.

104412G

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3796.

104412J

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3797.

104412L

[ICPC Teams](#) · [Tutorial](#)

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3798.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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3799.

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3800.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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3801.

104412B

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Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3802.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3803.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3804.

104008J

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

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3805.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3806.

104008C

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

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3807.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3808.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3809.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3810.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3811.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3812.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3813.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3814.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3815.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3816.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3817.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3818.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3819.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3820.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3821.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3822.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3823.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[jdurie's solution](#)

3824.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[jdurie's solution](#)

3825.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[jdurie's solution](#)

3826.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[jdurie's solution](#)

3827.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jdurie's solution](#)

3828.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[jdurie's solution](#)

3829.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3830.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3831.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3832.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3833.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3834.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3835.

102136I

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

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3836.

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3837.

102136C

[Kingdom Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3838.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3839.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3840.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3841.

102136J

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

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3842.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3843.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3844.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3845.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3846.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3847.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3848.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3849.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3850.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3851.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3852.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3853.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3854.

102439G

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

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3855.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3856.

102439I

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

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3857.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3858.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3859.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3860.

102439H

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

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3861.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3862.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3863.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3864.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3865.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3866.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3867.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3868.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3869.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3870.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3871.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3872.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3873.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3874.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3875.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3876.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3877.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3878.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3879.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3880.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3881.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3882.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3883.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3884.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3885.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3886.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3887.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3888.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3889.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3890.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3891.

103736C

[Check Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3892.

103736D

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3893.

103736E

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3894.

103736F

[Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3895.

103736B

[New String](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3896.

103736A

[Hello, ACMer!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3897.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3898.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3899.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3900.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3901.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3902.

103483F

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

Rating: — · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3903.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3904.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3905.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3906.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3907.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3908.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3909.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3910.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3911.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3912.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3913.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3914.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3915.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3916.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3917.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3918.

101485F

[Flight Plan Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3919.

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3920.

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3921.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3922.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3923.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3924.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3925.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3926.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3927.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3928.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3929.

103637F

[Function analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · last AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3930.

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3931.

103637G

[Geometric shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3932.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3933.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3934.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3935.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3936.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3937.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3938.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3939.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3940.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3941.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3942.

102916M

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

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3943.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3944.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3945.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3946.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3947.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3948.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3949.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3950.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3951.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3952.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3953.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[jdurie's solution](#)

3954.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[jdurie's solution](#)

3955.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[jdurie's solution](#)

3956.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[jdurie's solution](#)

3957.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[jdurie's solution](#)

3958.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[jdurie's solution](#)

3959.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jdurie's solution](#)

3960.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[jdurie's solution](#)

3961.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[jdurie's solution](#)

3962.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3963.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3964.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[jdurie's solution](#)

3965.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3966.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[jdurie's solution](#)

3967.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · PyPy 3 (first AC) · Tags: —
[jdurie's solution](#)

3968.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3969.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3970.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3971.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3972.

102801H

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

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3973.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3974.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3975.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3976.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3977.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3978.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3979.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3980.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3981.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3982.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3983.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

3984.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3985.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

3986.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3987.

103577G

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

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3988.

103577J

[Just enough squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3989.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3990.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3991.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3992.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3993.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3994.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3995.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3996.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3997.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3998.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

3999.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4000.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4001.

103443D

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4002.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4003.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4004.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4005.

1663C

[P Ò! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[jdurie's solution](#)

4006.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[jdurie's solution](#)

4007.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[jdurie's solution](#)

4008.

101741J

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

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4009.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4010.

101741K

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

Rating: — · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4011.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4012.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4013.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4014.

103260G

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4015.

103260M

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4016.

103260J

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4017.

103261H

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4018.

103261I

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Rating: — · first AC: 2022-03-24 · PyPy 2 (first AC) · Tags: —

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4019.

103261C

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4020.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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4021.

103261L

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4022.

103261D

[FFT Algorithm](#) · [Tutorial](#)

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4023.

103261E

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4024.

103261G

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Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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4025.

103261F

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4026.

103409D

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4027.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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4028.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4029.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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4030.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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4031.

103466G

[Poker Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4032.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4033.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4034.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4035.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4036.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4037.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4038.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4039.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4040.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4041.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4042.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4043.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4044.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4045.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4046.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4047.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4048.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4049.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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4050.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4051.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4052.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4053.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4054.

103119L

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

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4055.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4056.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4057.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4058.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4059.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4060.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4061.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4062.

103438A

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

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4063.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4064.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4065.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4066.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4067.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4068.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4069.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4070.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4071.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4072.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4073.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4074.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4075.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4076.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4077.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4078.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4079.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4080.

103447B

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

Rating: — · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4081.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4082.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4083.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4084.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4085.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4086.

103446J

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

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4087.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4088.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4089.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4090.

103446D

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

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4091.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4092.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4093.

102267E

[Robots Hard](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4094.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4095.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4096.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4097.

102267H

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

Rating: — · first AC: 2022-01-09 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4098.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4099.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4100.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4101.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4102.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4103.

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4104.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4105.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4106.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4107.

103486B

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

Rating: — · first AC: 2022-01-02 · PyPy 3-64 (first AC) · Tags: —

[jdurie's solution](#)

4108.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4109.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4110.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4111.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4112.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4113.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4114.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4115.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4116.

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4117.

102947I

[Food Allocation II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4118.

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4119.

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4120.

102947E

[Food Allocation I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4121.

102947C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4122.

102947D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4123.

103455F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4124.

103455D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4125.

103455C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4126.

103455B

[Prize Change](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4127.

103455A

[Fundraising the Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4128.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4129.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4130.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[jdurie's solution](#)

4131.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4132.

101856L

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4133.

101840I

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4134.

101840A

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4135.

101840G

[Glorious Stadium](#) · [Tutorial](#)

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4136.

101856D

[Dream Team](#) · [Tutorial](#)

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4137.

101856K

[Katryoshka](#) · [Tutorial](#)

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4138.

101856E

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4139.

101840D

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4140.

101840E

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4141.

101840K

[Katryoshka](#) · [Tutorial](#)

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4142.

101840L

[Lazy ERCD](#) · [Tutorial](#)

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4143.

102780I

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4144.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · PyPy 3-64 (first AC) · Tags: —

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4145.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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4146.

102780D

[Power play](#) · [Tutorial](#)

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4147.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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4148.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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4149.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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4150.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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4151.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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4152.

103379F

[Present Drops](#) · [Tutorial](#)

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4153.

103379H

[Label Cropping](#) · [Tutorial](#)

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4154.

103379G

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4155.

103379E

[Grandest Wreath](#) · [Tutorial](#)

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4156.

103379D

[Lazy Santa](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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4157.

103379C

[Sled Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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4158.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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4159.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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4160.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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4161.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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4162.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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4163.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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4164.

103388E

[Escalator](#) · [Tutorial](#)

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4165.

103388K

[Kathmandu](#) · [Tutorial](#)

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4166.

103388H

[Handling the Blocks](#) · [Tutorial](#)

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4167.

103388N

[No Luck](#) · [Tutorial](#)

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4168.

103158D

[2wix](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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4169.

103158E

[AKA AKA learns number theory](#) · [Tutorial](#)

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4170.

103158I

[Binary string](#) · [Tutorial](#)

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4171.

103158G

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

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4172.

103158F

[Memeable String](#) · [Tutorial](#)

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4173.

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

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4174.

103158H

[Annoying posts](#) · [Tutorial](#)

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4175.

103158C

[Topology vs Geometry](#) · [Tutorial](#)

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4176.

103158K

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4177.

103158L

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4178.

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4179.

103158A

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4180.

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4181.

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4183.

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4184.

101492E

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4185.

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4186.

101492A

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4187.

101492K

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4188.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

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4189.

101492F

[Hitting the target](#) · [Tutorial](#)

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4190.

101505F

[Tree Stands](#) · [Tutorial](#)

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4191.

101505D

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4192.

101505I

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4193.

101505G

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4194.

101505J

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4195.

101505K

[Etnetera Brevity Challenge](#) · [Tutorial](#)

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4196.

101505B

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4197.

101409L

[Lacking Spaces](#) · [Tutorial](#)

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[jdurie's solution](#)

4198.

101409F

[Filter-Art](#) · [Tutorial](#)

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4199.

101409G

[Game](#) · [Tutorial](#)

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4200.

101409D

[Domino](#) · [Tutorial](#)

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4201.

101409C

[Canonical Binary Tree](#) · [Tutorial](#)

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4202.

101409E

[Express Lines](#) · [Tutorial](#)

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4203.

101409M

[Munich](#) · [Tutorial](#)

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4204.

101409I

["Injurious" Triples](#) · [Tutorial](#)

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4205.

101409A

[Area and Circumference](#) · [Tutorial](#)

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4206.

102419I

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

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4207.

102419H

[In-degree](#) · [Tutorial](#)

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4208.

102419K

[The Dragon and the Kingdom of Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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4209.

102419J

[Jaber The policeman](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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4210.

102419E

[Geometry Problem](#) · [Tutorial](#)

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4211.

102419D

[Xor the graph](#) · [Tutorial](#)

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4212.

102419C

[Two operations](#) · [Tutorial](#)

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4213.

102419L

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4214.

102419A

[Two Strings](#) · [Tutorial](#)

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4215.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · Java 11 (first AC) · Tags: —

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4216.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4217.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4218.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4219.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · Java 11 (first AC) · Tags: —

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4220.

103091K

[Marbles](#) · [Tutorial](#)

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4221.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4222.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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4223.

103091N

[Parity](#) · [Tutorial](#)

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4224.

103295I

[Sling Ring](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4225.

103295K

[Alloy Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · Java 11 (first AC) · Tags: —

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4226.

103295L

[Space Tourism](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4227.

103295M

[Ominous Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4228.

103295J

[The Culk's Incredible Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4229.

103295D

[Cornfield Chase](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4230.

103295H

[Land Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4231.

103295G

[Spar-Lord's Voyage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4232.

103295F

[Civil War](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4233.

103295C

[Bugged Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4234.

103295E

[Ratman's Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4235.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · last AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4236.

103098B

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4237.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4238.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4239.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4240.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4241.

103098K

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4242.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4243.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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4244.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4245.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4246.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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4247.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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4248.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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4249.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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4250.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4251.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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4252.

103049C

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

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4253.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4254.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4255.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4256.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4257.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4258.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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4259.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4260.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4261.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4262.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4263.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4264.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4265.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4266.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4267.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4268.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4269.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4270.

103102I

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

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4271.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4272.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4273.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4274.

102964I

[Krosh and one more problem with xors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4275.

102964E

[Krosh and expected value problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4276.

102964F

[Krosh and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4277.

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4278.

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4279.

102964G

[Krosh and count arrays problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4280.

102964J

[Krosh and order-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4281.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4282.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4283.

101472H

[Softville](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4284.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4285.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4286.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4287.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4288.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4289.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4290.

102536M

[Thin Ice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4291.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4292.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4293.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4294.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4295.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4296.

100729I

[Tracking RFIDs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4297.

100729H

[Tichu](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4298.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4299.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4300.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4301.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · Java 11 (first AC) · Tags: —

[jdurie's solution](#)

4302.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4303.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4304.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4305.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4306.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4307.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4308.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4309.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4310.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4311.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4312.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4313.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4314.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4315.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4316.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4317.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4318.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4319.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4320.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4321.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4322.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4323.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4324.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4325.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4326.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4327.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4328.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4329.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4330.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4331.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4332.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4333.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4334.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4335.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4336.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4337.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4338.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4339.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4340.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4341.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4342.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4343.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4344.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4345.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4346.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4347.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4348.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4349.

102861N

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

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4350.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4351.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4352.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4353.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4354.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4355.

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4356.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4357.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4358.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4359.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4360.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4361.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4362.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4363.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4364.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4365.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4366.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4367.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4368.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4369.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4370.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4371.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4372.

101873I

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4373.

101873K

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Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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4374.

102860H

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Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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4375.

102860J

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Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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4376.

102860F

[String Art](#) · [Tutorial](#)

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4377.

102860E

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Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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4378.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

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4379.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4380.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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4381.

102860I

[Walk of Three](#) · [Tutorial](#)

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4382.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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4383.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4384.

102860K

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4385.

102896E

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Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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4386.

102896K

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4387.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · PyPy 2 (first AC) · Tags: —

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4388.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4389.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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4390.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4391.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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4392.

102155K

[Hiding a Tree](#) · [Tutorial](#)

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4393.

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4394.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4395.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4396.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4397.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4398.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4399.

102881M

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4400.

102881L

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

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4401.

102881K

[Plants Watering](#) · [Tutorial](#)

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4402.

102881B

[Anany in the Army](#) · [Tutorial](#)

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[jdurie's solution](#)

4403.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4404.

102881G

[Baby Ehab and a GCD Problem. Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4405.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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4406.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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4407.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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4408.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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4409.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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4410.

102135K

[A Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4411.

102135I

[Happy triangles](#) · [Tutorial](#)

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4412.

102135D

[Friends rescue](#) · [Tutorial](#)

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4413.

102135B

[Freebie](#) · [Tutorial](#)

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4414.

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4415.

102135C

[Good subset](#) · [Tutorial](#)

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4416.

102135F

[The closest subsequence](#) · [Tutorial](#)

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4417.

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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4418.

102135A

[BSUIR Open](#) · [Tutorial](#)

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4419.

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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4420.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4421.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4422.

100553F

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Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4423.

100553K

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Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4424.

100553A

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4425.

102307L

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4426.

102307F

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Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4427.

102307H

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4428.

102307G

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4429.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

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4430.

102307A

[Amazon](#) · [Tutorial](#)

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4431.

102307K

[Kernel Of Love](#) · [Tutorial](#)

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4432.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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4433.

102307B

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4434.

102700J

[Java exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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4435.

102700F

[Free restricted flights](#) · [Tutorial](#)

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4436.

102700I

[Incredible photography](#) · [Tutorial](#)

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4437.

102700H

[Happy game](#) · [Tutorial](#)

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4438.

102700D

[Dice](#) · [Tutorial](#)

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4439.

102700A

[Approach](#) · [Tutorial](#)

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4440.

102700C

[Cipher count](#) · [Tutorial](#)

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4441.

102700B

[Baby name](#) · [Tutorial](#)

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4442.

102700L

[Lonely day](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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4443.

102700E

[Enter to the best problem of this contest!](#) · [Tutorial](#)

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4444.

102700M

[Magic spells](#) · [Tutorial](#)

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4445.

102700K

[Katastrophic sort](#) · [Tutorial](#)

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4446.

102700G

[Great dinner](#) · [Tutorial](#)

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4447.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

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4448.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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4449.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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4450.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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4451.

100513F

[Ilya Muromets](#) · [Tutorial](#)

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4452.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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4453.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4454.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4455.

102460L

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

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4456.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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4457.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

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4458.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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4459.

102460H

[Mining a](#) · [Tutorial](#)

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4460.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

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4461.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4462.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4463.

102821H

[Hack a Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4464.

102821B

[Bin Packing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · last AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4465.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4466.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · PyPy 2 (first AC) · Tags: —

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4467.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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4468.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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4469.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4470.

100801B

[Black and White](#) · [Tutorial](#)

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4471.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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4472.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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4473.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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4474.

100418G

[String generator 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4475.

100418K

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4476.

100418D

[BOPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4477.

100418J

[Lucky tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4478.

100418B

[Sum of sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4479.

100418A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · PyPy 2 (first AC) · Tags: —

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4480.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4481.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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4482.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

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[jdurie's solution](#)

4483.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4484.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4485.

102788B

[Rectangles](#) · [Tutorial](#)

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[jdurie's solution](#)

4486.

102788H

[Exam](#) · [Tutorial](#)

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[jdurie's solution](#)

4487.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4488.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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4489.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4490.

102788J

[Multidimensional Points](#) · [Tutorial](#)

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4491.

102788A

[Normal Magic Square](#) · [Tutorial](#)

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4492.

102785D

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4493.

102785B

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4494.

102785E

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4495.

102785H

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4496.

102785A

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4497.

101564H

[Assembly line](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4498.

101564F

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Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4499.

101564I

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4500.

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4501.

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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4502.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · last AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4503.

101484D

[Joaozao, The Digit Maker](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4504.

101484H

[Eating Pie](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4505.

101484K

[Counting Good Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4506.

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4507.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4508.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4509.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4510.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4511.

101484J

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

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4512.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4513.

101519A

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4514.

101519D

[Bad Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4515.

101519G

[Doubloon Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4516.

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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4517.

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4518.

101992E

[Count permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4519.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4520.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4521.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4522.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4523.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4524.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4525.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4526.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4527.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4528.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4529.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4530.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4531.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4532.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4533.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4534.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4535.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4536.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4537.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4538.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4539.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4540.

100781H

[Hero Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4541.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4542.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4543.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4544.

100781E

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

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4545.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4546.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4547.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4548.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4549.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4550.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4551.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4552.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4553.

101490C

[Brexid](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4554.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4555.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4556.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4557.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4558.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4559.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4560.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4561.

101666C

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

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4562.

101666M

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

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4563.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4564.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4565.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4566.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4567.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4568.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4569.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4570.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4571.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4572.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4573.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4574.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4575.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4576.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4577.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4578.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4579.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4580.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4581.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4582.

101512F

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

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4583.

101512D

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

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4584.

101512C

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

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4585.

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4586.

101512I

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

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4587.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4588.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4589.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4590.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4591.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4592.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4593.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4594.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4595.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4596.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4597.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4598.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4599.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4600.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4601.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4602.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4603.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4604.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4605.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · Python 2 (first AC) · Tags: —

[jdurie's solution](#)

4606.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4607.

101561J

[Remoteland](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4608.

101561E

[Game, Set and Match](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4609.

101561F

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

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4610.

101561H

[Peer Review](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4611.

101561G

[Non-negative Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4612.

101561D

[Distributing Ballot Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4613.

101561I

[Regular Convex Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4614.

101470B

[Circle of digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4615.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4616.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4617.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4618.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4619.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4620.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4621.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4622.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4623.

101142I

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

Rating: — · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4624.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4625.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4626.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4627.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4628.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4629.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4630.

101554B

[Boiling Vegetables](#) · [Tutorial](#)

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

[jdurie's solution](#)

4631.

101554J

[Dartboard](#) · [Tutorial](#)

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

[jdurie's solution](#)

4632.

101554F

[Timebomb](#) · [Tutorial](#)

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

[jdurie's solution](#)

4633.

101554D

[Robert Hood](#) · [Tutorial](#)

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

[jdurie's solution](#)

4634.

101554C

[Number Trick](#) · [Tutorial](#)

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

[jdurie's solution](#)

4635.

101554E

[Virus Replication](#) · [Tutorial](#)

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

[jdurie's solution](#)

4636.

101554G

[Erase Securely](#) · [Tutorial](#)

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

[jdurie's solution](#)

4637.

101554A

[Planting Trees](#) · [Tutorial](#)

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

[jdurie's solution](#)

4638.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

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

[jdurie's solution](#)

4639.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4640.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4641.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4642.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4643.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4644.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4645.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4646.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4647.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4648.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4649.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4650.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4651.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4652.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4653.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4654.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4655.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4656.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4657.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4658.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4659.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4660.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4661.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-26 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4662.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4663.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4664.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4665.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4666.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4667.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4668.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4669.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4670.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4671.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4672.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4673.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4674.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4675.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4676.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4677.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4678.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4679.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4680.

101177G

[Graphics Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4681.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4682.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4683.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4684.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4685.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4686.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4687.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4688.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4689.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4690.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4691.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4692.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[jdurie's solution](#)

4693.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4694.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4695.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4696.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4697.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4698.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4699.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4700.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4701.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4702.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4703.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4704.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4705.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4706.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4707.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4708.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[jdurie's solution](#)

4709.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[jdurie's solution](#)

4710.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[jdurie's solution](#)

4711.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4712.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4713.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4714.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4715.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4716.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4717.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4718.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · last AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4719.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4720.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4721.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4722.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4723.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4724.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4725.

102040B

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

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4726.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4727.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4728.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4729.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4730.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4731.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4732.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4733.

102254H

[High Hopes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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4734.

102254F

[Friendship Matters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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4735.

102254C

[Coach](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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4736.

102254A

[Arnon-Degree of Separation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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4737.

102254B

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4738.

102254D

[Donimo's](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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4739.

101775B

[Scapegoat](#) · [Tutorial](#)

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4740.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4741.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4742.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4743.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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4744.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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4745.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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4746.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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4747.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4748.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4749.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4750.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4751.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4752.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4753.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4754.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4755.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4756.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4757.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4758.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4759.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4760.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4761.

102433C

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

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4762.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4763.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4764.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4765.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4766.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4767.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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4768.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4769.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4770.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · PyPy 2 (first AC) · Tags: —

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4771.

102318E

[Simple Darts](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4772.

102318C

[Singin' in the Rain](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4773.

102318B

[Simplified Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4774.

102318A

[Electric Bill](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4775.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: —

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4776.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · last AC: 2020-01-08 · GNU C++11 (first AC) · Tags: —

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4777.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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4778.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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4779.

102465I

[Mason's Mark](#) · [Tutorial](#)

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4780.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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4781.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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4782.

102423A

[Carryless Square Root](#) · [Tutorial](#)

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[jdurie's solution](#)

4783.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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4784.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4785.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[jdurie's solution](#)

4786.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4787.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4788.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: —

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4789.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: —

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4790.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: —

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4791.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4792.

102394I

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

Rating: — · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4793.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4794.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4795.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4796.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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4797.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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4798.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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4799.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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4800.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4801.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · PyPy 2 (first AC) · Tags: —

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4802.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4803.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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4804.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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4805.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4806.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4807.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4808.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4809.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4810.

102428G

[Gluing Pictures](#) · [Tutorial](#)

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4811.

102428L

[Leverage MDT](#) · [Tutorial](#)

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4812.

102428K

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4813.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

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4814.

102428I

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4815.

102428M

[Mountain Ranges](#) · [Tutorial](#)

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4816.

102392D

[Cycle String?](#) · [Tutorial](#)

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[jdurie's solution](#)

4817.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4818.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · Java 8 (first AC) · Tags: —

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4819.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4820.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4821.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4822.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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4823.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · PyPy 2 (first AC) · Tags: —

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4824.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · Java 8 (first AC) · Tags: —

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4825.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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4826.

100825I

[What's on the Grille?](#) · [Tutorial](#)

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4827.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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4828.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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4829.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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4830.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4831.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4832.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4833.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4834.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4835.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4836.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4837.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4838.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[jdurie's solution](#)

4839.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · PyPy 2 (first AC) · Tags: —

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4840.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4841.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Java 8 (first AC) · Tags: —

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4842.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4843.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4844.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4845.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · Java 8 (first AC) · Tags: —

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4846.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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4847.

101657E

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4848.

101657F

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Rating: — · first AC: 2019-10-15 · Java 8 (first AC) · Tags: —

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4849.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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4850.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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4851.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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4852.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4853.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4854.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4855.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4856.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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4857.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4858.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4859.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4860.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4861.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4862.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4863.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4864.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4865.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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4866.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · Java 8 (first AC) · Tags: —

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4867.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4868.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4869.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4870.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4871.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4872.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4873.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4874.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4875.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4876.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4877.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4878.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4879.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4880.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4881.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4882.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4883.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4884.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4885.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4886.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4887.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-05 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4888.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-05 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4889.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-05 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4890.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4891.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2019-09-03 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4892.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4893.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4894.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4895.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4896.

100438C

[LCM Pair Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4897.

100438B

[Bits Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4898.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4899.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4900.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4901.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4902.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4903.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4904.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4905.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4906.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4907.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4908.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4909.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4910.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4911.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4912.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4913.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4914.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4915.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4916.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4917.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4918.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4919.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4920.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4921.

102134B

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

Rating: — · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4922.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-06 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4923.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4924.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · Python 3 (first AC) · Tags: —

[jdurie's solution](#)

4925.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4926.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4927.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4928.

101951B

[Jack's Candy Shop](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4929.

101951A

[Ethan Finds the Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4930.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-10 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4931.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4932.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4933.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4934.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4935.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-27 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4936.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-27 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4937.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-27 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4938.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4939.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-02 · Java 8 (first AC) · Tags: *special, implementation

[jdurie's solution](#)

4940.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-02 · Java 8 (first AC) · Tags: *special, implementation

[jdurie's solution](#)

4941.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4942.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4943.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4944.

101128F

[Landscaping](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4945.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4946.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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4947.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4948.

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4949.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4950.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4951.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4952.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4953.

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · last AC: 2019-02-06 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4954.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4955.

1016530

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4956.

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4957.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[jdurie's solution](#)

4958.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Java 8 (first AC) · Tags: —

[jdurie's solution](#)

4959.

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)

4960.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · PyPy 2 (first AC) · Tags: —

[jdurie's solution](#)