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Phoenix and Gold · Tutorial
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1525A
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1520B
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117.
1520A
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118.
1304A
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120.
1517A
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122.
1519A
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1360B
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124.
1509A
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125.
1514A
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126.
1498A
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127.
1511A
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128.
1513A
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129.
1512B
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130.
1512A
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131.
1504A
Déjà Vu · Tutorial
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132.
1367B
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133.
1367A
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Quality: 67,705 global accepts · Rating: 800 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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134.
1368A
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Quality: 46,255 global accepts · Rating: 800 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
joelgun14's solution

135.
1369A
FashionabLee · Tutorial
Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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136.
1370A
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Quality: 64,467 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
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137.
1371A
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Quality: 51,259 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math
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1482A
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1499A
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math
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140.
1506A
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1497A
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142.
1372A
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143.
1374A
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1501A
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145.
1382A
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148.
1493A
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1388A
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1389A
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151.
1391A
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1391B
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1392A
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154.
1392B
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155.
1492A
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156.
1491A
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157.
1393A
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1397A
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160.
1398B
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1399A
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1400A
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1405A
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165.
1408A
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166.
1409A
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joelgun14's solution

167.
1411A
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168.
1413A
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1415A
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170.
1417A
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joelgun14's solution

171.
1421A
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Quality: 35,468 global accepts · Rating: 800 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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172.
1422A
Fence · Tutorial
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173.
1426A
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174.
1428A
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175.
1430B
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Quality: 20,278 global accepts · Rating: 800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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176.
1490A
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177.
1433A
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178.
1433B
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179.
1436A
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180.
1437A
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181.
1438A
Specific Tastes of Andre · Tutorial
Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
joelgun14's solution

182.
1440A
Buy the String · Tutorial
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183.
1487A
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184.
1443A
Kids Seating · Tutorial
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185.
1445A
Array Rearrangment · Tutorial
Quality: 20,361 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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186.
1447A
Add Candies · Tutorial
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187.
1450A
Avoid Trygub · Tutorial
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188.
1451A
Subtract or Divide · Tutorial
Quality: 25,281 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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189.
1466A
Bovine Dilemma · Tutorial
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190.
1466B
Last minute enhancements · Tutorial
Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
joelgun14's solution

191.
1468E
Four Segments · Tutorial
Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
joelgun14's solution

192.
1480A
Yet Another String Game · Tutorial
Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
joelgun14's solution

193.
1481A
Space Navigation · Tutorial
Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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194.
1474A
Puzzle From the Future · Tutorial
Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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195.
1478A
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Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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196.
1472B
Fair Division · Tutorial
Quality: 59,835 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
joelgun14's solution

197.
1472A
Cards for Friends · Tutorial
Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
joelgun14's solution

198.
1473A
Replacing Elements · Tutorial
Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
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199.
1452A
Robot Program · Tutorial
Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math
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200.
1459A
Red-Blue Shuffle · Tutorial
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201.
1461A
String Generation · Tutorial
Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
joelgun14's solution

202.
1462B
Last Year's Substring · Tutorial
Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
joelgun14's solution

203.
1462A
Favorite Sequence · Tutorial
Quality: 48,962 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
joelgun14's solution

204.
1452C
Two Brackets · Tutorial
Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

joelgun14's solution

205.

1453A

Cancel the Trains · Tutorial

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

joelgun14's solution

206.

1454A

Special Permutation · Tutorial

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

joelgun14's solution

207.

1454B

Unique Bid Auction · Tutorial

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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208.

1455A

Strange Functions · Tutorial

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

joelgun14's solution

209.

263A

Beautiful Matrix · Tutorial

Quality: 317,979 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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210.

112A

Petya and Strings · Tutorial

Quality: 287,241 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

joelgun14's solution

211.

282A

Bit++ · Tutorial

Quality: 358,264 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

joelgun14's solution

212.

50A

Domino piling · Tutorial

Quality: 318,697 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

joelgun14's solution

213.

158A

Next Round · Tutorial

Quality: 320,457 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

joelgun14's solution

214.

231A

Team · Tutorial

Quality: 430,242 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

joelgun14's solution

215.

71A

Way Too Long Words · Tutorial

Quality: 503,234 global accepts · Rating: 800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

joelgun14's solution

216.

4A

Watermelon · Tutorial

Quality: 687,793 global accepts · Rating: 800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

joelgun14's solution

217.

2200C

Specialty String · Tutorial

Quality: 21,708 global accepts · Rating: 900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

joelgun14's solution

218.

2148C

Pacer · Tutorial

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

joelgun14's solution

219.

2005A

Simple Palindrome · Tutorial

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

joelgun14's solution

220.

1771A

Hossam and Combinatorics · Tutorial

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-11 · last AC: 2024-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

joelgun14's solution

221.

1860A

Not a Substring · Tutorial

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

joelgun14's solution

222.

1848A

Vika and Her Friends · Tutorial

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: games, math

joelgun14's solution

223.

1823B

Sort with Step · Tutorial

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

joelgun14's solution

224.

1749B

Death's Blessing · Tutorial

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

joelgun14's solution

225.

1679A

AvtoBus · Tutorial

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

joelgun14's solution

226.
1666D
Deletive Editing · Tutorial
Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
joelgun14's solution

227.
1582B
Luntik and Subsequences · Tutorial
Quality: 33,362 global accepts · Rating: 900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
joelgun14's solution

228.
1624B
Make AP · Tutorial
Quality: 52,938 global accepts · Rating: 900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
joelgun14's solution

229.
1593B
Make it Divisible by 25 · Tutorial
Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math
joelgun14's solution

230.
1613A
Long Comparison · Tutorial
Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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231.
1610A
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232.
1612B
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1607B
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1559B
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1559A
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1543B
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1543A
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1555A
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1537B
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1496A
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1486A
Shifting Stacks · Tutorial
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246.
1467A
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247.
1468N
Waste Sorting · Tutorial
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248.

1480B

The Great Hero · Tutorial

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249.

1471A

Strange Partition · Tutorial

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250.

1475A

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251.

1475B

New Year's Number · Tutorial

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joelgun14's solution

252.

1175A

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253.

1183B

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254.

1187A

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255.

1462C

Unique Number · Tutorial

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256.

1197A

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joelgun14's solution

257.

1201A

Important Exam · Tutorial

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258.

1204B

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259.

1206B

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260.

1208A

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261.

1213A

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262.

1216B

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263.

1225A

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264.

1238A

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265.

1248B

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266.

1267B

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267.

1272A

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268.

1279A

New Year Garland · Tutorial

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269.

1282A

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270.

1283B

Candies Division · Tutorial

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271.

1291A

Even But Not Even · Tutorial

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272.

1295A

Display The Number · Tutorial

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273.

1296B

Food Buying · Tutorial

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274.

1321A

Contest for Robots · Tutorial

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275.

1313A

Fast Food Restaurant · Tutorial

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joelgun14's solution

276.

1324A

Yet Another Tetris Problem · Tutorial

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277.

1335B

Construct the String · Tutorial

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278.

1330A

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279.

1326B

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1337B

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281.

1339A

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joelgun14's solution

282.

1341A

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283.

1350A

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284.

1351B

Square? · Tutorial

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285.

1343A

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286.

1354A

Alarm Clock · Tutorial

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287.

1373B

01 Game · Tutorial

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288.

1451B

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289.

1374B

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290.

1380A

Three Indices · Tutorial

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291.

1401A

Distance and Axis · Tutorial

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292.
1406A
Subset Mex · Tutorial
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293.
1419A
Digit Game · Tutorial
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294.
1420A
Cubes Sorting · Tutorial
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1426B
Symmetric Matrix · Tutorial
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296.
1427A
Avoiding Zero · Tutorial
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297.
1430A
Number of Apartments · Tutorial
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298.
1436B
Prime Square · Tutorial
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1433C
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1440B
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1445B
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302.
160A
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96A
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304.
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305.
1117B
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306.
2194B
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307.
2193C
Replace and Sum · Tutorial
Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
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308.
2091C
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Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
joelgun14's solution

309.
2162B
Beautiful String · Tutorial
Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
joelgun14's solution

310.
2167D
Yet Another Array Problem · Tutorial
Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
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311.
2148D
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Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
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312.
2055B
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313.
2005B1
The Strict Teacher (Easy Version) · Tutorial
Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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2000C
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joelgun14's solution

315.
1913B
Swap and Delete · Tutorial
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316.
1907B
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317.
1791D
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318.
1849B
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319.
1851C
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Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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320.
1834B
Maximum Strength · Tutorial
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joelgun14's solution

321.
1800C1
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Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
joelgun14's solution

322.
1800B
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joelgun14's solution

323.
1766B
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joelgun14's solution

324.
1725B
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Quality: 28,268 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
joelgun14's solution

325.
1203A
Circle of Students · Tutorial
Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
joelgun14's solution

326.
1634C
OKEA · Tutorial
Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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327.
1593C
Save More Mice · Tutorial
Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
joelgun14's solution

328.
1613B
Absent Remainder · Tutorial
Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
joelgun14's solution

329.
1620B
Triangles on a Rectangle · Tutorial
Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
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330.
1614B
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joelgun14's solution

331.
1611C
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332.
1607C
Minimum Extraction · Tutorial
Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
joelgun14's solution

333.
1550B
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Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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334.
1515B
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335.
1521A
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336.
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337.
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338.
1506C
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Quality: 35,627 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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339.
1411B
Fair Numbers · Tutorial
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1490B
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341.
1485A
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342.
1469B
Red and Blue · Tutorial
Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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1476A
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344.
1474B
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345.

1469A

Regular Bracket Sequence · Tutorial

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

joelgun14's solution

346.

1473B

String LCM · Tutorial

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

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347.

1230B

Ania and Minimizing · Tutorial

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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348.

1234B1

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1237A

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350.

1244B

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351.

1245A

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1248A

Integer Points · Tutorial

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353.

1249B1

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1243B1

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355.

1252A

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1256A
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1260A
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1266A
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1266B
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1277A
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1278A
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1293B
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1300B
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1312B
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1326A
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1333A
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1342A
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1353C
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1359A
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1362A
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1373A
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1374C
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1395A
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2193D
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2060D
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1932B
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416.
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417.
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418.
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419.
1304B
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420.
1509B
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Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1511C
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Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
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424.
1511B
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1370B
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427.
1496B
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428.
1375A
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1382B
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1490C
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1478B
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1481B
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437.
1407A
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438.
1401B
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1409B
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1415B
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1417B
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444.
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445.
1426C
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446.
1428C
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447.
1455C
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448.
2136C
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Rating: 1200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
joelgun14's solution

449.
2172E
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Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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450.
2148E
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451.
2126D
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Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
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2117D
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453.
2117C
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454.
2046A
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Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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2005B2
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2000D
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Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
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457.
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1470A
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526B
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2162D
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2008F
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1201C
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1682C
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1914E2
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1195C
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1427B
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1452B
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1462D
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1515D
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Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
joelgun14's solution

676.
1352F
Binary String Reconstruction · Tutorial
Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
joelgun14's solution

677.
1352E
Special Elements · Tutorial
Quality: 24,016 global accepts · Rating: 1500 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
joelgun14's solution

678.
1304C
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Quality: 17,748 global accepts · Rating: 1500 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
joelgun14's solution

679.
1516B
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joelgun14's solution

680.
1366C
Palindromic Paths · Tutorial
Quality: 14,260 global accepts · Rating: 1500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
joelgun14's solution

681.
1368B
Codeforces Subsequences · Tutorial
Quality: 21,427 global accepts · Rating: 1500 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
joelgun14's solution

682.
1368C
Even Picture · Tutorial
Quality: 14,031 global accepts · Rating: 1500 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
joelgun14's solution

683.
1482B
Restore Modulo · Tutorial
Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
joelgun14's solution

684.
1506E
Restoring the Permutation · Tutorial
Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
joelgun14's solution

685.
1499C
Minimum Grid Path · Tutorial
Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
joelgun14's solution

686.
1391C
Cyclic Permutations · Tutorial
Quality: 16,027 global accepts · Rating: 1500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
joelgun14's solution

687.
1372C
Omkar and Baseball · Tutorial
Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
joelgun14's solution

688.
1404A
Balanced Bitstring · Tutorial
Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
joelgun14's solution

689.
1379A
Acacius and String · Tutorial
Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
joelgun14's solution

690.
1379B
Dubious Cyrpto · Tutorial
Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
joelgun14's solution

691.
1385D
a-Good String · Tutorial
Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
joelgun14's solution

692.
1389C
Good String · Tutorial
Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
joelgun14's solution

693.
1397B
Power Sequence · Tutorial
Quality: 15,466 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
joelgun14's solution

694.
1399D
Binary String To Subsequences · Tutorial
Quality: 19,901 global accepts · Rating: 1500 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
joelgun14's solution

695.
1400C
Binary String Reconstruction · Tutorial
Quality: 18,504 global accepts · Rating: 1500 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
joelgun14's solution

696.
1408C
Discrete Acceleration · Tutorial
Quality: 9,274 global accepts · Rating: 1500 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
joelgun14's solution

697.
1409D
Decrease the Sum of Digits · Tutorial
Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
joelgun14's solution

698.
1416A
k-Amazing Numbers · Tutorial
Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
joelgun14's solution

699.
1418C
Mortal Kombat Tower · Tutorial
Quality: 28,133 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
joelgun14's solution

700.
1419C
Killjoy · Tutorial
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
joelgun14's solution

701.
1419D2
Sage's Birthday (hard version) · Tutorial
Quality: 17,417 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
joelgun14's solution

702.
1426D
Non-zero Segments · Tutorial
Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
joelgun14's solution

703.
1486B
Eastern Exhibition · Tutorial
Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
joelgun14's solution

704.
1439A1
Binary Table (Easy Version) · Tutorial
Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
joelgun14's solution

705.
1444A
Division · Tutorial
Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
joelgun14's solution

706.
1461C
Random Events · Tutorial
Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
joelgun14's solution

707.
1466D
13th Labour of Heracles · Tutorial
Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
joelgun14's solution

708.
1473C
No More Inversions · Tutorial
Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
joelgun14's solution

709.
1487D
Pythagorean Triples · Tutorial
Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
joelgun14's solution

710.
1490F
Equalize the Array · Tutorial
Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
joelgun14's solution

711.
1487C
Minimum Ties · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
joelgun14's solution

712.
1462E1
Close Tuples (easy version) · Tutorial
Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
joelgun14's solution

713.
756B
Travel Card · Tutorial
Quality: 4,539 global accepts · Rating: 1600 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
joelgun14's solution

714.
2194D
Table Cut · Tutorial
Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
joelgun14's solution

715.
2193F
Pizza Delivery · Tutorial
Quality: 8,458 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
joelgun14's solution

716.
2172F
Cluster Computing System · Tutorial
Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
joelgun14's solution

717.
2162E
Beautiful Palindromes · Tutorial
Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
joelgun14's solution

718.
2167G
Mukhammadali and the Smooth Array · Tutorial
Quality: 11,016 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
joelgun14's solution

719.
2167F
Tree, TREE!!! · Tutorial
Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
joelgun14's solution

720.
2167E
khba Loves to Sleep! · Tutorial
Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
joelgun14's solution

721.
2117E
Lost Soul · Tutorial
Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
joelgun14's solution

722.
1938H
Pho Restaurant · Tutorial
Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

723.
1774D
Same Count One · Tutorial
Quality: 9,224 global accepts · Rating: 1600 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
joelgun14's solution

724.
2046B
Move Back at a Cost · Tutorial
Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
joelgun14's solution

725.
616D
Longest k-Good Segment · Tutorial
Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
joelgun14's solution

726.
601A
The Two Routes · Tutorial
Quality: 13,874 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
joelgun14's solution

727.
1671D
Insert a Progression · Tutorial
Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
joelgun14's solution

728.
1798D
Shocking Arrangement · Tutorial
Quality: 14,076 global accepts · Rating: 1600 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
joelgun14's solution

729.
1932E
Final Countdown · Tutorial
Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
joelgun14's solution

730.
1917C
Watering an Array · Tutorial
Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
joelgun14's solution

731.
1907E
Good Triples · Tutorial
Quality: 15,794 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
joelgun14's solution

732.
1849C
Binary String Copying · Tutorial
Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
joelgun14's solution

733.
1795D
Triangle Coloring · Tutorial
Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
joelgun14's solution

734.
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
joelgun14's solution

735.
1766D
Lucky Chains · Tutorial
Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
joelgun14's solution

736.
1771C
Hossam and Trainees · Tutorial
Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
joelgun14's solution

737.
1252C
Even Path · Tutorial
Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
joelgun14's solution

738.
1234D
Distinct Characters Queries · Tutorial
Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures
joelgun14's solution

739.
1754D
Factorial Divisibility · Tutorial
Rating: 1600 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math
joelgun14's solution

740.
1349A
Orac and LCM · Tutorial
Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
joelgun14's solution

741.
1348C
Phoenix and Distribution · Tutorial
Quality: 15,483 global accepts · Rating: 1600 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
joelgun14's solution

742.
1677A
Tokitsukaze and Strange Inequality · Tutorial
Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-09-11 · last AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
joelgun14's solution

743.
1722E
Counting Rectangles · Tutorial
Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
joelgun14's solution

744.
1689C
Infected Tree · Tutorial
Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
joelgun14's solution

745.
1033C
Permutation Game · Tutorial

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games
joelgun14's solution

746.
1609D
Social Network · Tutorial
Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
joelgun14's solution

747.
1363C
Game On Leaves · Tutorial
Quality: 21,079 global accepts · Rating: 1600 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: games, trees
joelgun14's solution

748.
1203D1
Remove the Substring (easy version) · Tutorial
Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
joelgun14's solution

749.
1632C
Strange Test · Tutorial
Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
joelgun14's solution

750.
1633D
Make Them Equal · Tutorial
Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
joelgun14's solution

751.
1062C
Banh-mi · Tutorial
Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
joelgun14's solution

752.
1622C
Set or Decrease · Tutorial
Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
joelgun14's solution

753.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
joelgun14's solution

754.
1593E
Gardener and Tree · Tutorial
Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
joelgun14's solution

755.
605A
Sorting Railway Cars · Tutorial
Quality: 7,587 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
joelgun14's solution

756.
1133F1
Spanning Tree with Maximum Degree · Tutorial
Quality: 8,778 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs
joelgun14's solution

757.
1188A1
Add on a Tree · Tutorial
Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: trees
joelgun14's solution

758.
1610C
Keshi Is Throwing a Party · Tutorial
Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
joelgun14's solution

759.
1612D
X-Magic Pair · Tutorial
Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
joelgun14's solution

760.
1555D
Say No to Palindromes · Tutorial
Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
joelgun14's solution

761.
1542C
Strange Function · Tutorial
Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
joelgun14's solution

762.
962D
Merge Equals · Tutorial
Quality: 7,363 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
joelgun14's solution

763.
1537E1
Erase and Extend (Easy Version) · Tutorial
Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
joelgun14's solution

764.
1295C
Obtain The String · Tutorial
Quality: 13,842 global accepts · Rating: 1600 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
joelgun14's solution

765.
1526C2
Potions (Hard Version) · Tutorial
Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
joelgun14's solution

766.
1529C
Parsa's Humongous Tree · Tutorial
Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

joelgun14's solution

767.
1352G
Special Permutation · Tutorial
Quality: 24,799 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
joelgun14's solution

768.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
joelgun14's solution

769.
1519D
Maximum Sum of Products · Tutorial
Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
joelgun14's solution

770.
1452D
Radio Towers · Tutorial
Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
joelgun14's solution

771.
1455D
Sequence and Swaps · Tutorial
Quality: 13,204 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
joelgun14's solution

772.
1458A
Row GCD · Tutorial
Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
joelgun14's solution

773.
1461D
Divide and Summarize · Tutorial
Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
joelgun14's solution

774.
1476C
Longest Simple Cycle · Tutorial
Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
joelgun14's solution

775.
1469C
Building a Fence · Tutorial
Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
joelgun14's solution

776.
1468K
The Robot · Tutorial
Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
joelgun14's solution

777.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
joelgun14's solution

778.
1475E
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Quality: 17,670 global accepts · Rating: 1600 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
joelgun14's solution

779.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
joelgun14's solution

780.
1482C
Basic Diplomacy · Tutorial
Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
joelgun14's solution

781.
1511D
Min Cost String · Tutorial
Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
joelgun14's solution

782.
1513C
Add One · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
joelgun14's solution

783.
1512E
Permutation by Sum · Tutorial
Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
joelgun14's solution

784.
1503A
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977F
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813C
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1253D
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1630B
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1062D
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1611F
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1250J
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1552C
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1404B
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961E
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1509D
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1475F
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1486C2
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1900D
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joelgun14's solution

996.
1646D
Weight the Tree · Tutorial
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997.
1788D
Moving Dots · Tutorial
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998.
1943B
Non-Palindromic Substring · Tutorial

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joelgun14's solution

999.
1937D
Pinball · Tutorial
Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
joelgun14's solution

1000.
1890E1
Doremy's Drying Plan (Easy Version) · Tutorial
Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
joelgun14's solution

1001.
1851G
Vlad and the Mountains · Tutorial
Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
joelgun14's solution

1002.
1641B
Repetitions Decoding · Tutorial
Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
joelgun14's solution

1003.
1294F
Three Paths on a Tree · Tutorial
Quality: 6,861 global accepts · Rating: 2000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
joelgun14's solution

1004.
776D
The Door Problem · Tutorial
Quality: 6,218 global accepts · Rating: 2000 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
joelgun14's solution

1005.
1796D
Maximum Subarray · Tutorial
Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
joelgun14's solution

1006.
461B
Appleman and Tree · Tutorial
Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
joelgun14's solution

1007.
242E
XOR on Segment · Tutorial
Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures
joelgun14's solution

1008.
1634D
Finding Zero · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-13 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
joelgun14's solution

1009.
1702G2
Passable Paths (hard version) · Tutorial
Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
joelgun14's solution

1010.
1754E
Wish I Knew How to Sort · Tutorial
Rating: 2000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
joelgun14's solution

1011.
1165F1
Microtransactions (easy version) · Tutorial
Quality: 2,148 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
joelgun14's solution

1012.
1165F2
Microtransactions (hard version) · Tutorial
Quality: 2,451 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation
joelgun14's solution

1013.
1514D
Cut and Stick · Tutorial
Quality: 4,817 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
joelgun14's solution

1014.
386C
Diverse Substrings · Tutorial
Quality: 950 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers
joelgun14's solution

1015.
388C
Fox and Card Game · Tutorial
Quality: 3,818 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
joelgun14's solution

1016.
1487E
Cheap Dinner · Tutorial
Quality: 5,127 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
joelgun14's solution

1017.
895C
Square Subsets · Tutorial
Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
joelgun14's solution

1018.
1725C
Circular Mirror · Tutorial
Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
joelgun14's solution

1019.
792C
Divide by Three · Tutorial

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
joelgun14's solution

1020.
1363E
Tree Shuffling · Tutorial
Quality: 7,496 global accepts · Rating: 2000 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
joelgun14's solution

1021.
1574D
The Strongest Build · Tutorial
Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
joelgun14's solution

1022.
1616D
Keep the Average High · Tutorial
Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
joelgun14's solution

1023.
1632D
New Year Concert · Tutorial
Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
joelgun14's solution

1024.
263C
Circle of Numbers · Tutorial
Quality: 1,135 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation
joelgun14's solution

1025.
1142B
Lynyrd Skynyrd · Tutorial
Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
joelgun14's solution

1026.
250E
Mad Joe · Tutorial
Quality: 503 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force
joelgun14's solution

1027.
940E
Cashback · Tutorial
Quality: 4,392 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
joelgun14's solution

1028.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
joelgun14's solution

1029.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dp, hashing, implementation, strings
joelgun14's solution

1030.
1599C
Bubble Strike · Tutorial
Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
joelgun14's solution

1031.
1582E
Pchelyonok and Segments · Tutorial
Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
joelgun14's solution

1032.
1618F
Reverse · Tutorial
Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
joelgun14's solution

1033.
1622D
Shuffle · Tutorial
Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
joelgun14's solution

1034.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
joelgun14's solution

1035.
1619G
Unusual Minesweeper · Tutorial
Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
joelgun14's solution

1036.
1619F
Let's Play the Hat? · Tutorial
Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
joelgun14's solution

1037.
1620D
Exact Change · Tutorial
Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
joelgun14's solution

1038.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
joelgun14's solution

1039.
629D
Babaei and Birthday Cake · Tutorial

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
joelgun14's solution

1040.
863E
Turn Off The TV · Tutorial
Quality: 4,060 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
joelgun14's solution

1041.
1266D
Decreasing Debts · Tutorial
Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
joelgun14's solution

1042.
877E
Danil and a Part-time Job · Tutorial
Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
joelgun14's solution

1043.
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
joelgun14's solution

1044.
1513D
GCD and MST · Tutorial
Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
joelgun14's solution

1045.
1506G
Maximize the Remaining String · Tutorial
Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
joelgun14's solution

1046.
1506F
Triangular Paths · Tutorial
Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
joelgun14's solution

1047.
2162F
Beautiful Intervals · Tutorial
Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
joelgun14's solution

1048.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1049.
1077F2
Pictures with Kittens (hard version) · Tutorial

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
joelgun14's solution

1050.
1483C
Skyline Photo · Tutorial
Rating: 2100 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
joelgun14's solution

1051.
2047E
Adventurers · Tutorial
Rating: 2100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, implementation
joelgun14's solution

1052.
2046C
Adventurers · Tutorial
Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
joelgun14's solution

1053.
2045I
Microwavable Subsequence · Tutorial
Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures
joelgun14's solution

1054.
1628D1
Game on Sum (Easy Version) · Tutorial
Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
joelgun14's solution

1055.
1900E
Transitive Graph · Tutorial
Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
joelgun14's solution

1056.
1912B
Blueprint for Seating · Tutorial
Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math
joelgun14's solution

1057.
2008H
Sakurako's Test · Tutorial
Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory
joelgun14's solution

1058.
2000G
Call During the Journey · Tutorial
Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
joelgun14's solution

1059.
1767C
Count Binary Strings · Tutorial
Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

dp
joelgun14's solution

1060.
231E
Cactus · Tutorial
Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
joelgun14's solution

1061.
1555E
Boring Segments · Tutorial
Quality: 4,526 global accepts · Rating: 2100 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers
joelgun14's solution

1062.
1411D
Grime Zoo · Tutorial
Quality: 2,716 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
joelgun14's solution

1063.
1933F
Turtle Mission: Robot and the Earthquake · Tutorial
Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
joelgun14's solution

1064.
1278D
Segment Tree · Tutorial
Quality: 4,329 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
joelgun14's solution

1065.
1919D
01 Tree · Tutorial
Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
joelgun14's solution

1066.
1332E
Height All the Same · Tutorial
Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
joelgun14's solution

1067.
1393D
Rarity and New Dress · Tutorial
Quality: 4,191 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
joelgun14's solution

1068.
1913D
Array Collapse · Tutorial
Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
joelgun14's solution

1069.
1914G1
Light Bulbs (Easy Version) · Tutorial
Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
joelgun14's solution

1070.
1187E
Tree Painting · Tutorial
Quality: 11,281 global accepts · Rating: 2100 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
joelgun14's solution

1071.
543B
Destroying Roads · Tutorial
Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
joelgun14's solution

1072.
1000E
We Need More Bosses · Tutorial
Quality: 6,506 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
joelgun14's solution

1073.
1207F
Remainder Problem · Tutorial
Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
joelgun14's solution

1074.
1152D
Neko and Aki's Prank · Tutorial
Quality: 2,579 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
joelgun14's solution

1075.
1667B
Optimal Partition · Tutorial
Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
joelgun14's solution

1076.
1776G
Another Wine Tasting Event · Tutorial
Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
joelgun14's solution

1077.
1771D
Hossam and (sub-)palindromic tree · Tutorial
Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
joelgun14's solution

1078.
1516D
Cut · Tutorial
Quality: 5,172 global accepts · Rating: 2100 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
joelgun14's solution

1079.
895D
String Mark · Tutorial
Quality: 1,238 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings
joelgun14's solution

1080.
1493D
GCD of an Array · Tutorial
Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
joelgun14's solution

1081.
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
joelgun14's solution

1082.
1666J
Job Lookup · Tutorial
Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
joelgun14's solution

1083.
319C
Kalila and Dimna in the Logging Industry · Tutorial
Quality: 6,591 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
joelgun14's solution

1084.
372C
Watching Fireworks is Fun · Tutorial
Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
joelgun14's solution

1085.
1363D
Guess The Maximums · Tutorial
Quality: 4,414 global accepts · Rating: 2100 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive, math
joelgun14's solution

1086.
665E
Beautiful Subarrays · Tutorial
Quality: 4,425 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees
joelgun14's solution

1087.
1203F1
Complete the Projects (easy version) · Tutorial
Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
joelgun14's solution

1088.
1606E
Arena · Tutorial
Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
joelgun14's solution

1089.
1626D
Martial Arts Tournament · Tutorial
Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
joelgun14's solution

1090.
1108E2
Array and Segments (Hard version) · Tutorial
Quality: 2,522 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
joelgun14's solution

1091.
1605D
Treelabeling · Tutorial
Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
joelgun14's solution

1092.
1621D
The Winter Hike · Tutorial
Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
joelgun14's solution

1093.
796D
Police Stations · Tutorial
Quality: 7,189 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
joelgun14's solution

1094.
993C
Careful Maneuvering · Tutorial
Quality: 1,808 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, geometry
joelgun14's solution

1095.
519E
A and B and Lecture Rooms · Tutorial
Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
joelgun14's solution

1096.
1367F1
Flying Sort (Easy Version) · Tutorial
Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
joelgun14's solution

1097.
1499D
The Number of Pairs · Tutorial
Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
joelgun14's solution

1098.
2144E1
Looking at Towers (easy version) · Tutorial
Quality: 2,558 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
joelgun14's solution

1099.
839D
Winter is here · Tutorial
Quality: 3,552 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
joelgun14's solution

1100.
1227F1
Wrong Answer on test 233 (Easy Version) · Tutorial
Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
joelgun14's solution

1101.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1102.
2060F
Multiplicative Arrays · Tutorial
Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory
joelgun14's solution

1103.
1993D
Med-imize · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
joelgun14's solution

1104.
440D
Berland Federalization · Tutorial
Quality: 944 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
joelgun14's solution

1105.
2045G
X Aura · Tutorial
Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
joelgun14's solution

1106.
2045H
Missing Separators · Tutorial
Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings
joelgun14's solution

1107.
377C
Captains Mode · Tutorial
Quality: 1,258 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
joelgun14's solution

1108.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,219 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
joelgun14's solution

1109.
1216E2
Numerical Sequence (hard version) · Tutorial
Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
joelgun14's solution

1110.
1912E
Evaluate It and Back Again · Tutorial
Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
joelgun14's solution

1111.
2000H
Ksyusha and the Loaded Set · Tutorial
Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
joelgun14's solution

1112.
1854B
Earn or Unlock · Tutorial
Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
joelgun14's solution

1113.
1168C
And Reachability · Tutorial
Quality: 2,732 global accepts · Rating: 2200 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
joelgun14's solution

1114.
731E
Funny Game · Tutorial
Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
joelgun14's solution

1115.
1646E
Power Board · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
joelgun14's solution

1116.
1238E
Keyboard Purchase · Tutorial
Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
joelgun14's solution

1117.
1065D
Three Pieces · Tutorial
Quality: 1,445 global accepts · Rating: 2200 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, shortest paths
joelgun14's solution

1118.
538F
A Heap of Heaps · Tutorial
Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, sortings
joelgun14's solution

1119.
1898E
Sofia and Strings · Tutorial
Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
joelgun14's solution

1120.
1039C
Network Safety · Tutorial
Quality: 1,492 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
joelgun14's solution

1121.
1136E
Nastya Hasn't Written a Legend · Tutorial
Quality: 1,188 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
joelgun14's solution

1122.
1901E
Compressed Tree · Tutorial
Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
joelgun14's solution

1123.
1860D
Balanced String · Tutorial
Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp
joelgun14's solution

1124.
1848D
Vika and Bonuses · Tutorial
Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search
joelgun14's solution

1125.
875D
High Cry · Tutorial
Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
joelgun14's solution

1126.
1156E
Special Segments of Permutation · Tutorial
Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
joelgun14's solution

1127.
1415E
New Game Plus! · Tutorial
Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
joelgun14's solution

1128.
1580C
Train Maintenance · Tutorial
Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
joelgun14's solution

1129.
1627E
Not Escaping · Tutorial
Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
joelgun14's solution

1130.
1535E
Gold Transfer · Tutorial
Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
joelgun14's solution

1131.
979D
Kuro and GCD and XOR and SUM · Tutorial
Quality: 2,176 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
joelgun14's solution

1132.
622E
Ants in Leaves · Tutorial
Quality: 2,455 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees
joelgun14's solution

1133.
429D
Tricky Function · Tutorial
Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry
joelgun14's solution

1134.
707D
Persistent Bookcase · Tutorial
Quality: 2,990 global accepts · Rating: 2200 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
joelgun14's solution

1135.
1800G
Symmetree · Tutorial
Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
joelgun14's solution

1136.
1776B
Vittorio Plays with LEGO Bricks · Tutorial
Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
joelgun14's solution

1137.
1515E
Phoenix and Computers · Tutorial
Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
joelgun14's solution

1138.
559C
Gerald and Giant Chess · Tutorial
Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
joelgun14's solution

1139.
526D
Om Nom and Necklace · Tutorial
Quality: 2,445 global accepts · Rating: 2200 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
joelgun14's solution

1140.
86D
Powerful array · Tutorial
Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
joelgun14's solution

1141.
570D
Tree Requests · Tutorial
Quality: 9,041 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
joelgun14's solution

1142.
1666F
Fancy Stack · Tutorial
Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
joelgun14's solution

1143.
1666I
Interactive Treasure Hunt · Tutorial
Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
joelgun14's solution

1144.
1616E
Lexicographically Small Enough · Tutorial
Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
joelgun14's solution

1145.
1622E
Math Test · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
joelgun14's solution

1146.
1618G
Trader Problem · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings
joelgun14's solution

1147.
2129C3
Interactive RBS (Hard Version) · Tutorial
Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
joelgun14's solution

1148.
852I
Dating · Tutorial
Quality: 737 global accepts · Rating: 2300 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, trees
joelgun14's solution

1149.
2182F1
Christmas Reindeer (easy version) · Tutorial
Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
joelgun14's solution

1150.
573C
Bear and Drawing · Tutorial
Quality: 1,040 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees
joelgun14's solution

1151.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
joelgun14's solution

1152.
803G
Periodic RMQ Problem · Tutorial
Quality: 1,890 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
joelgun14's solution

1153.
1252B
Cleaning Robots · Tutorial
Quality: 585 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
joelgun14's solution

1154.
1411E
Poman Numbers · Tutorial
Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings
joelgun14's solution

1155.
2089B2
Canteen (Hard Version) · Tutorial
Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
joelgun14's solution

1156.
1250G
Discarding Game · Tutorial
Quality: 775 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
joelgun14's solution

1157.
1592D
Hemose in ICPC ? · Tutorial
Quality: 2,570 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
joelgun14's solution

1158.
1200F
Graph Traveler · Tutorial
Quality: 1,163 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
joelgun14's solution

1159.
590D
Top Secret Task · Tutorial
Quality: 1,333 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
joelgun14's solution

1160.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games
joelgun14's solution

1161.
1864F
Exotic Queries · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
joelgun14's solution

1162.
1607F
Robot on the Board 2 · Tutorial
Quality: 2,127 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
joelgun14's solution

1163.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1164.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
joelgun14's solution

1165.
1403B
Spring cleaning · Tutorial
Quality: 394 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
joelgun14's solution

1166.
1706E
Qpwoeirut and Vertices · Tutorial
Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
joelgun14's solution

1167.
793C
Mice problem · Tutorial
Quality: 1,356 global accepts · Rating: 2300 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math, sortings
joelgun14's solution

1168.
762D
Maximum path · Tutorial
Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
joelgun14's solution

1169.
1988E
Range Minimum Sum · Tutorial
Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
joelgun14's solution

1170.
732F
Tourist Reform · Tutorial
Quality: 3,284 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
joelgun14's solution

1171.
1654E
Arithmetic Operations · Tutorial
Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math
joelgun14's solution

1172.
817F
MEX Queries · Tutorial
Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
joelgun14's solution

1173.
1625D
Binary Spiders · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
joelgun14's solution

1174.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
joelgun14's solution

1175.
768F
Barrels and boxes · Tutorial
Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
joelgun14's solution

1176.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
joelgun14's solution

1177.
1628C
Grid Xor · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
joelgun14's solution

1178.
1385F
Removing Leaves · Tutorial
Quality: 2,821 global accepts · Rating: 2300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

joelgun14's solution

1179.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
joelgun14's solution

1180.
873E
Awards For Contestants · Tutorial
Quality: 793 global accepts · Rating: 2300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
joelgun14's solution

1181.
623B
Array GCD · Tutorial
Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
joelgun14's solution

1182.
1316E
Team Building · Tutorial
Quality: 5,370 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
joelgun14's solution

1183.
1584E
Game with Stones · Tutorial
Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy
joelgun14's solution

1184.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
joelgun14's solution

1185.
1550D
Excellent Arrays · Tutorial
Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
joelgun14's solution

1186.
1933G
Turtle Magic: Royal Turtle Shell Pattern · Tutorial
Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
joelgun14's solution

1187.
1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
joelgun14's solution

1188.
1712E1
LCM Sum (easy version) · Tutorial
Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

combinatorics, math, number theory, two pointers
joelgun14's solution

1189.
1849E
Max to the Right of Min · Tutorial
Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
joelgun14's solution

1190.
713C
Sonya and Problem Wihtout a Legend · Tutorial
Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
joelgun14's solution

1191.
438D
The Child and Sequence · Tutorial
Quality: 11,596 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
joelgun14's solution

1192.
888G
Xor-MST · Tutorial
Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
joelgun14's solution

1193.
652E
Pursuit For Artifacts · Tutorial
Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
joelgun14's solution

1194.
600E
Lomsat gelral · Tutorial
Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
joelgun14's solution

1195.
1062E
Company · Tutorial
Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
joelgun14's solution

1196.
675E
Trains and Statistic · Tutorial
Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
joelgun14's solution

1197.
1080F
Katya and Segments Sets · Tutorial
Quality: 918 global accepts · Rating: 2400 · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, sortings
joelgun14's solution

1198.
1680D
Dog Walking · Tutorial
Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

joelgun14's solution

1199.
2064E
Mycraft Sand Sort · Tutorial
Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
joelgun14's solution

1200.
1736C2
Good Subarrays (Hard Version) · Tutorial
Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers
joelgun14's solution

1201.
1227F2
Wrong Answer on test 233 (Hard Version) · Tutorial
Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
joelgun14's solution

1202.
1667C
Half Queen Cover · Tutorial
Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
joelgun14's solution

1203.
920D
Tanks · Tutorial
Quality: 809 global accepts · Rating: 2400 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
joelgun14's solution

1204.
1938K
Tree Quiz · Tutorial
Quality: 789 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1205.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1206.
2063F1
Counting Is Not Fun (Easy Version) · Tutorial
Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
joelgun14's solution

1207.
914E
Palindromes in a Tree · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
joelgun14's solution

1208.
342E
Xenia and Tree · Tutorial
Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees
joelgun14's solution

1209.
2060G
Bugged Sort · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
joelgun14's solution

1210.
1673F
Anti-Theft Road Planning · Tutorial
Quality: 960 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math
joelgun14's solution

1211.
1795F
Blocking Chips · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
joelgun14's solution

1212.
639D
Bear and Contribution · Tutorial
Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers
joelgun14's solution

1213.
733E
Sleep in Class · Tutorial
Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
joelgun14's solution

1214.
912E
Prime Gift · Tutorial
Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
joelgun14's solution

1215.
1473E
Minimum Path · Tutorial
Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
joelgun14's solution

1216.
869E
The Untended Antiquity · Tutorial
Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing
joelgun14's solution

1217.
1628D2
Game on Sum (Hard Version) · Tutorial
Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
joelgun14's solution

1218.
1144G
Two Merged Sequences · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
joelgun14's solution

1219.
1706D2
Chopping Carrots (Hard Version) · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
joelgun14's solution

1220.
1114F
Please, another Queries on Array? · Tutorial
Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
joelgun14's solution

1221.
1912H
Hypercatapult Commute · Tutorial
Quality: 605 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs
joelgun14's solution

1222.
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
joelgun14's solution

1223.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
joelgun14's solution

1224.
1749E
Cactus Wall · Tutorial
Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
joelgun14's solution

1225.
1633E
Spanning Tree Queries · Tutorial
Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
joelgun14's solution

1226.
375D
Tree and Queries · Tutorial
Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
joelgun14's solution

1227.
1083E
The Fair Nut and Rectangles · Tutorial
Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
joelgun14's solution

1228.
1239D
Catowice City · Tutorial
Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
joelgun14's solution

1229.
1634E
Fair Share · Tutorial
Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
joelgun14's solution

1230.
1615E
Purple Crayon · Tutorial
Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
joelgun14's solution

1231.
2182F2
Christmas Reindeer (hard version) · Tutorial
Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
joelgun14's solution

1232.
2144E2
Looking at Towers (difficult version) · Tutorial
Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
joelgun14's solution

1233.
2057E2
Another Exercise on Graphs (hard version) · Tutorial
Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
joelgun14's solution

1234.
2056E
Nested Segments · Tutorial
Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
joelgun14's solution

1235.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
joelgun14's solution

1236.
2022E1
Billetes MX (Easy Version) · Tutorial
Quality: 759 global accepts · Rating: 2500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs
joelgun14's solution

1237.
1085F
Rock-Paper-Scissors Champion · Tutorial
Quality: 710 global accepts · Rating: 2500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1238.
1497D
Genius · Tutorial
Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, number

theory
joelgun14's solution

1239.
1838E
Count Supersequences · Tutorial
Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
joelgun14's solution

1240.
1771F
Hossam and Range Minimum Query · Tutorial
Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
joelgun14's solution

1241.
594D
REQ · Tutorial
Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory
joelgun14's solution

1242.
1712E2
LCM Sum (hard version) · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
joelgun14's solution

1243.
660F
Bear and Bowling 4 · Tutorial
Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
joelgun14's solution

1244.
1527E
Partition Game · Tutorial
Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
joelgun14's solution

1245.
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
joelgun14's solution

1246.
2042F
Two Subarrays · Tutorial
Quality: 908 global accepts · Rating: 2600 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices
joelgun14's solution

1247.
2022E2
Billetes MX (Hard Version) · Tutorial
Quality: 707 global accepts · Rating: 2600 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
joelgun14's solution

1248.
1217F
Forced Online Queries Problem · Tutorial

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
joelgun14's solution

1249.
1140F
Extending Set of Points · Tutorial
Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu
joelgun14's solution

1250.
2045J
Xorderable Array · Tutorial
Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
joelgun14's solution

1251.
321E
Ciel and Gondolas · Tutorial
Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
joelgun14's solution

1252.
631E
Product Sum · Tutorial
Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
joelgun14's solution

1253.
2063F2
Counting Is Not Fun (Hard Version) · Tutorial
Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
joelgun14's solution

1254.
2049F
MEX OR Mania · Tutorial
Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
joelgun14's solution

1255.
1422F
Boring Queries · Tutorial
Quality: 1,272 global accepts · Rating: 2700 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
joelgun14's solution

1256.
713D
Animals and Puzzle · Tutorial
Quality: 1,359 global accepts · Rating: 2700 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
joelgun14's solution

1257.
1386C
Joker · Tutorial
Quality: 656 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
joelgun14's solution

1258.
1654F
Minimal String Xoration · Tutorial

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
joelgun14's solution

1259.
2062F
Traveling Salescat · Tutorial
Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
joelgun14's solution

1260.
2046E1
Cheops and a Contest (Easy Version) · Tutorial
Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
joelgun14's solution

1261.
453E
Little Pony and Lord Tirek · Tutorial
Quality: 911 global accepts · Rating: 3100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures
joelgun14's solution

1262.
679E
Bear and Bad Powers of 42 · Tutorial
Quality: 820 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
joelgun14's solution

1263.
1017G
The Tree · Tutorial
Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
joelgun14's solution

1264.
101982D
Count The Bits · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1265.
101982B
Coprime Integers · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1266.
101982L
Liars · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1267.
101982J
Time Limits · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1268.
101982H
Repeating Goldbachs · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1269.
101982G
Goat on a Rope · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1270.
101982C
Contest Setting · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1271.
101982A
Exam · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1272.
103470D
Paimon Sorting · Tutorial
Rating: — · first AC: 2024-08-30 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1273.
101239C
Catering · Tutorial
Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1274.
101239I
Ship Traffic · Tutorial
Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1275.
101239F
Keyboarding · Tutorial
Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1276.
101239D
Cutting Cheese · Tutorial
Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1277.
101239J
Tile Cutting · Tutorial
Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1278.
101239L
Weather Report · Tutorial
Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1279.
101239A
Amalgamated Artichokes · Tutorial
Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1280.
101221C
Crane Balancing · Tutorial
Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1281.
101221D
Game Strategy · Tutorial
Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1282.
101221K
Surveillance · Tutorial
Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1283.
101208H
Matryoshka · Tutorial
Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1284.
101208D
Factors · Tutorial
Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1285.
101208C
Surely You Congest · Tutorial
Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1286.
101208J
Pollution Solution · Tutorial
Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1287.
101208F
Low Power · Tutorial
Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1288.
101208A
Self-Assembly · Tutorial
Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1289.
101205I
A Safe Bet · Tutorial
Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1290.
101205G
Minimum Cost Flow · Tutorial
Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1291.
101205E
Infiltration · Tutorial
Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1292.
101205C
Bus Tour · Tutorial
Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1293.
101205L
Takeover Wars · Tutorial
Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1294.
101205K
Stacking Plates · Tutorial
Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1295.
101205D
Fibonacci Words · Tutorial
Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1296.
101205B
Curvy Little Bottles · Tutorial
Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1297.
101175A
To Add or to Multiply · Tutorial
Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1298.
101175F
Machine Works · Tutorial
Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1299.
101175H
Mining Your Own Business · Tutorial
Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1300.
101175J
Pyramids · Tutorial
Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1301.
101175C
Ancient Messages · Tutorial
Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1302.
101175E
Coffee Central · Tutorial
Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1303.
101175K
Trash Removal · Tutorial
Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1304.
105053B
Beating the Record · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1305.
105053G
Greek Casino · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1306.
105053J
Joys of Trading · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1307.
105053A
Almost Aligned · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1308.
105053F
Fair Distribution · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1309.
105053D
DiviDuelo · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1310.
105053K
KMOP · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1311.
105053E
Expanding STACKS! · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1312.
105053L
LED Matrix · Tutorial
Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1313.
105633G
Beyond the Former Explorer · Tutorial
Rating: — · first AC: 2025-04-10 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1314.
105633L
Peculiar Protocol · Tutorial
Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1315.
105633D
Tree Generators · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1316.
105633K
Scheduling Two Meetings · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1317.
105633I
Greatest of the Greatest Common Divisors · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1318.
105633E
E-Circuit Is Now on Sale! · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1319.
105633C
Omnes Viae Yokohamam Ducunt? · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1320.
105633A
Ribbon on the Christmas Present · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1321.
105633B
The Sparsest Number in Between · Tutorial
Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1322.
105677E
Building the Fort · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1323.
105677C
Phryctoria · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1324.
105677J
Recovering the Tablet · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1325.
105677B
Divine Gifting · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1326.
105677I
Divination · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1327.
105677G
Guess How the Ballet Will End · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1328.
105677D
Temple Architecture · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1329.
105677M
Ook? Ook! · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1330.
105677H
The king of SWERC · Tutorial
Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
joelgun14's solution

1331.
1193B
Magic Tree · Tutorial
Quality: 508 global accepts · Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, trees
joelgun14's solution

1332.
104869J
Graft and Transplant · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1333.
104869E
Sheep Eat Wolves · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1334.
101615H
Avoiding Airports · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1335.
101615F
Distinct Distances · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1336.
101615J
Grid Coloring · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1337.
101615D
Rainbow Roads · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1338.
101615G
Security Badge · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1339.
101615M
Unsatisfying · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1340.
101615B
Enlarging Enthusiasm · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1341.
101615C
Fear Factoring · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1342.
101615L
Delayed Work · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1343.
101615E
Straight Shot · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1344.
101615A
Odd Palindrome · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1345.
101630I
Interactive Sort · Tutorial
Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1346.
101630J
Journey from Petersburg to Moscow · Tutorial
Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1347.
105346F
Haunted House · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1348.
105346E
Candy Eating · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1349.
104869C
Swiss Stage · Tutorial
Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1350.
103470J
Xingqiu's Joke · Tutorial
Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1351.
103470I
Cloud Retainer's Game · Tutorial
Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1352.
103470C
Klee in Solitary Confinement · Tutorial
Rating: — · first AC: 2024-08-30 · last AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1353.
103470H
Crystalfly · Tutorial
Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1354.
103470A
Oops, It's Yesterday Twice More · Tutorial
Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1355.
103470M
Windblume Festival · Tutorial
Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1356.
104270I
Soldier Game · Tutorial
Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1357.
104270L
Sub-cycle Graph · Tutorial
Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1358.
104270F
Tournament · Tutorial
Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1359.
104270D
Magic Multiplication · Tutorial
Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1360.
104270E
Plants vs. Zombies · Tutorial
Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1361.
104270C
Flippy Sequence · Tutorial
Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1362.
104270J
Books · Tutorial
Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1363.
104270M
Function and Function · Tutorial
Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1364.
105186B
Permute-inator · Tutorial
Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1365.
105186A
Kep.uz Arena · Tutorial
Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1366.
104871I
Interactive Reconstruction · Tutorial
Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1367.
104871H
Human Resources · Tutorial
Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1368.
104871C
Cakes · Tutorial
Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1369.
104871B
Ball Passing · Tutorial
Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1370.
104871E
Equal Schedules · Tutorial
Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1371.
104832B
Rank Promotion · Tutorial
Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1372.
104832A
Yokohama Phenomena · Tutorial
Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1373.
104849E
Incredibly Cute Penguin Chicks · Tutorial
Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1374.
104015J
Replacing Letters · Tutorial
Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1375.
104015H
Colored Balls · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1376.
104015G
Training Session · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1377.
104015F
Coconuts · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1378.
104015E
Delete Two Elements · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1379.
104015D
Rectangle Restoration · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1380.
104015C
Groups · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1381.
104015B
Computer Game · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1382.
104015A
Candies · Tutorial
Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1383.
104849G
Remodeling the Dungeon · Tutorial
Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1384.
104849D
Move One Coin · Tutorial
Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1385.
104849B
Interactive Number Guessing · Tutorial
Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1386.
104849A
Hasty Santa Claus · Tutorial
Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
joelgun14's solution

1387.
104891I
Refresher into Midas · Tutorial
Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1388.
104891J
Teleportation · Tutorial
Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1389.
104128K
NaN in a Heap · Tutorial
Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1390.
104128B
Ropeway · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1391.
104128M
Drain the Water Tank · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1392.
104128J
Perfect Matching · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1393.
104128A
Stop, Yesterday Please No More · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1394.
104128E
Color the Tree · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1395.
104128D
Chat Program · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1396.
104128G
Inscryption · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1397.
104128I
Perfect Palindrome · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1398.
103102E
Divisible by 3 · Tutorial
Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1399.
103102B
Reverse Game · Tutorial
Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1400.
103102M
Mistake · Tutorial
Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1401.
103427J
Luggage Lock · Tutorial
Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1402.
103427B
Bitwise Exclusive-OR Sequence · Tutorial
Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1403.
103427F
Encoded Strings I · Tutorial
Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1404.
103427E
Edward Gaming, the Champion · Tutorial
Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1405.
104875L
Last Guess · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1406.
104875G
Going in Circles · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1407.
104875K
Kebab Pizza · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1408.
104875H
High-quality Tree · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1409.
104875D
Delft Distance · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1410.
104875J
Justice Served · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1411.
104875C
Circular Caramel Cookie · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1412.
104875B
Bottle Flip · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1413.
104875E
ETA · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1414.
104875I
Interview Question · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1415.
104901M
Almost Convex · Tutorial
Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1416.
104901E
I Just Want... One More... · Tutorial
Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1417.
104901G
Gifts from Knowledge · Tutorial
Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1418.
104901K
Rainbow Subarray · Tutorial
Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1419.
104901A
Many Many Heads · Tutorial
Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1420.
104901I
Strange Sorting · Tutorial
Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1421.
104901D
Largest Digit · Tutorial
Rating: — · first AC: 2024-01-23 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1422.
104757K
Split Decisions · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1423.
104757G
Forest for the Trees · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1424.
104757I
ISBN Conversion · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1425.
104757B
B Road Band · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1426.
104757E
Prof.~Fumblemore and the Collatz Conjecture · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1427.
104757D
Cornhusker · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1428.
104757F
Double Up · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1429.
104757A
A Pivotal Question · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1430.
104566B
Red Black Tree · Tutorial
Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1431.
104566G
Couleur · Tutorial
Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1432.
104566D
Pixel Art · Tutorial
Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1433.
104566J
Press the Button · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1434.
104566H
Traveling on the Axis · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1435.
104566C
Halting Problem · Tutorial
Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1436.
104566A
Live Love · Tutorial
Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
joelgun14's solution

1437.
104566K
XOR Clique · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1438.
104172B
Big Picture · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1439.
104172E
Goose, Goose, DUCK? · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
joelgun14's solution

1440.
104172L
Permutation Compression · Tutorial
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